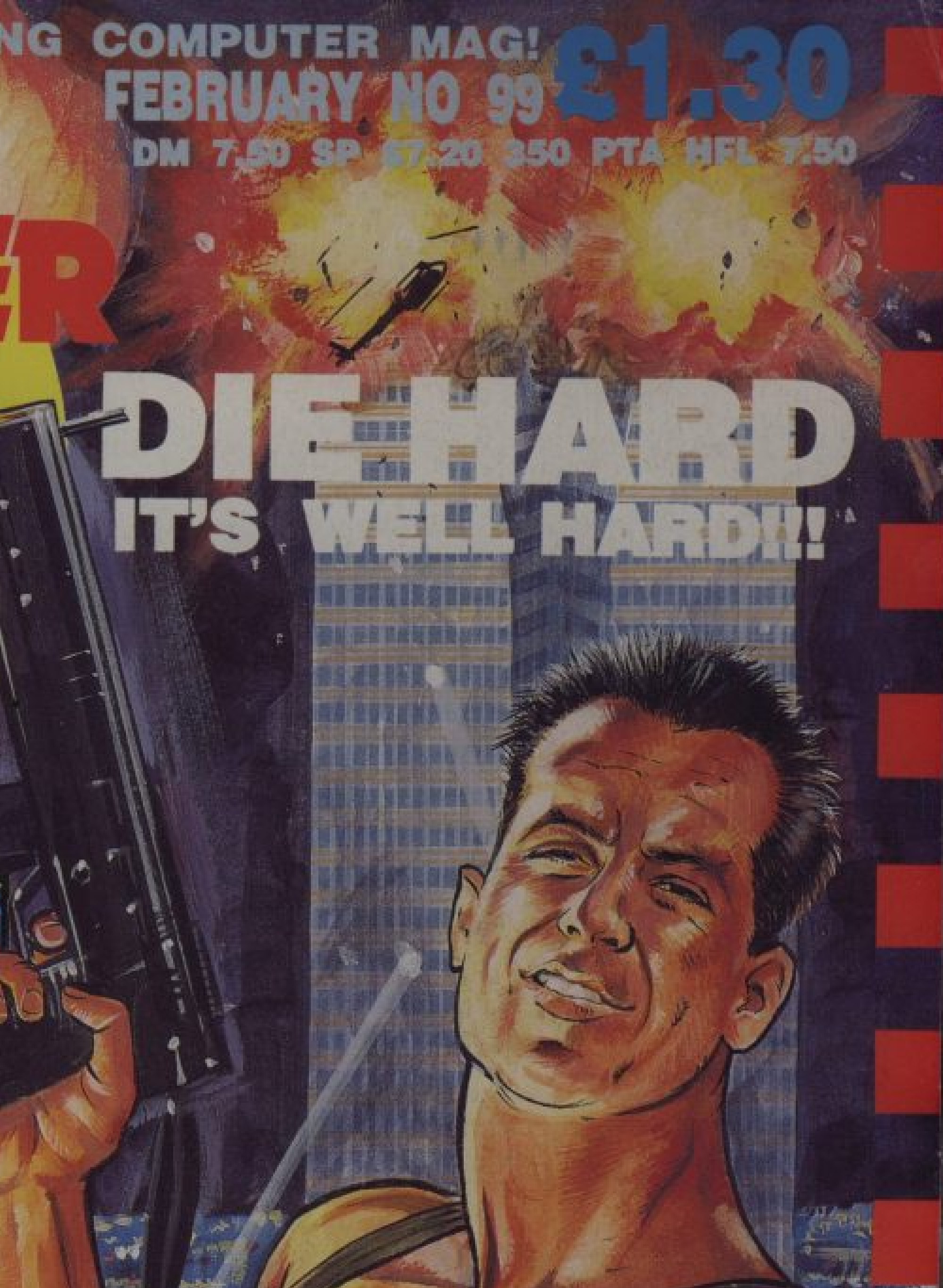
BRITAIN'S BEST-SELLING COMPUTER MAG!

FEBRUARY NO 99 £1.30

DM 7.50 SP $7.20 350 PTA HFL 7.50

COMPUTER +video GAMES



DIE HARD
IT'S WELL HARD!!!

EXCLUSIVE! PIPE MANIA! ADDICTION BEYOND BELIEF!!!



EXCLUSIVE! SUPER SHINOBI AMAZING MEGADRIVE ACTION



SPACE ACE INCREDIBLE CARTOON QUALITY GRAPHICS!





WIN!!! A BRILLIANT PC ENGINE SG!

BRILLIANT NEW CONSOLE GAMES REVIEWED...
MR HELI • FORGOTTEN WORLDS
MEGA MAN • LIFE FORCE

INTO THE 90'S WITH...
P-47 • X-OUT
BATTLE SQUADRON

02

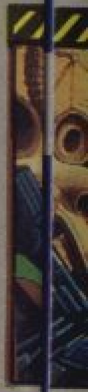
9 770261 369017


CAPCOM™
CBM64/128 & AMSTRAD
–CASSETTE & DISK
SPECTRUM 48/128K,+2–CASSETTE
ATARI ST & CBM AMIGA–DISK
GHOULS'N GHOSTS™
MICHAEL JACKSON™
MOONWALKER™
© 1989 KEYPUNCH SOFTWARE, INC. ALL RIGHTS RESERVED.
© 1989 TRIUMPH INTERNATIONAL, INC. ALL RIGHTS RESERVED.
MOONWALKER
MOONWALKER
CBM64/128 & AMSTRAD
–CASSETTE & DISK
SPECTRUM 48/128K,+2–CASSETTE
ATARI ST, CBM AMIGA, IBM PC–DISK
U.S. GOLD
U.S. GOLD LTD
UNITS 2/3 HOLFORD WAY HOLFORD
BIRMINGHAM B6 7AX TEL: 021 625 3388


SEGA®
CBM64/128 & AMSTRAD
–CASSETTE & DISK
SPECTRUM 48/128K,+2–CASSETTE
ATARI ST & CBM AMIGA–DISK
START
TURBO OUT RUN™
ERS AND
GOLD®
REAKERS
STRIDER™
CBM64/128 & AMSTRAD
–CASSETTE & DISK
SPECTRUM 48/128K,+2–CASSETTE
ATARI ST, CBM AMIGA, IBM PC–DISK
CAPCOM™
SCREENSHOTS
TAKEN FROM VARIOUS SYSTEMS
ACE
C+VG HIT!
86% THE One







CONTENT



OOPS! NO CORPS!!

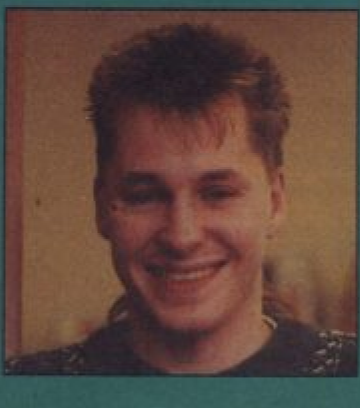
Sorry folks! But there's no Corps comic strip this month due to the artist, Jerry Paris, being ill with the dreaded flu. But don't worry, next month the story will continue...





CONTENTS & CREDITS

EDITOR Julian Rignall ART EDITOR: Andrea Walker STAFF WRITERS: Paul Glancey Paul Rand ART ASSISTANT: Osmond Browne AD MANAGER: Nigel Taylor DEP AD MANAGER Johanna Cooke SALES EXEC Tina Zanelli PRODUCTION ASSISTANT Glenys "Teddy" Powell PUBLISHER: Graham Taylor COVER ARTIST: LEE SULLIVAN
SUBSCRIPTION ENQUIRIES: EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP. TEL: 0733 555161. FAX: 0733 62788. EDITORIAL AND ADVERTISEMENT OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222. FAX 01 490 1095.
PRINTED BY: NENE RIVER PRESS, WOODSTON, PETERBOROUGH
COLOUR BY: PROPRINT, LONDON E15 TYPESET BY: JAZ AND A BIG FAT PRINTER
DISTRIBUTED BY: EMAP FRONTLINE
(C) C+VG 1990 ISSN No: 0261-3697



EDITOR: JULIAN "JAZ" RIGNALL
Surprise, surprise. Jaz spent the entire Christmas holidays playing games. He did stop once to try and get a highscore on the Christmas turkey - but couldn't find anywhere to plug in his joystick!





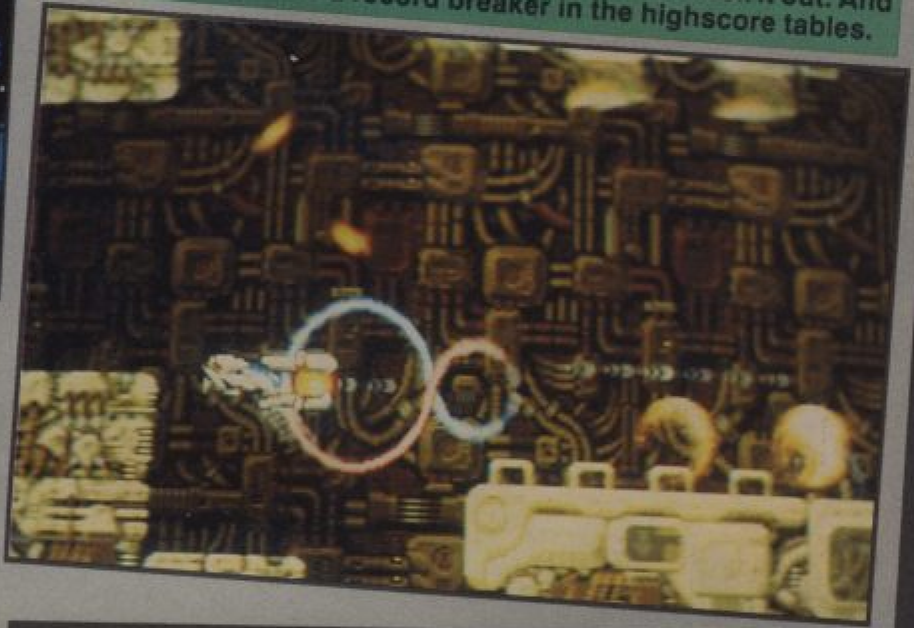
TS

MEGA COMPS









REVIEWED THIS MONTH
FEB 1990 No.99

THE OTHER STUFF



ART EDITOR: ANDREA "HOGMANY" WALKER
Andrea spent all Christmas yodelling Yuletide songs up and down the Glens of bonnie Scotland. So if you live in the land of the haggis, we apologise on her behalf - next year we'll send her pot-holing or something.



STAFF WRITER: PAUL "I'VE GOT SUCH AN ENORMOUS AND TOTALLY RIDICULOUS NOT-VERY-FUNNY REMARK BETWEEN MY CHRISTIAN NAME AND SURNAME THAT THERE'S NO SPACE TO ACTUALLY WRITE ANYTHING INTERESTING ABOUT MY CHRISTMAS" GLANCEY



STAFF WRITER: PAUL "A" RAND
Paul can't really remember much about his Christmas as it all became a haze after his first orangade top on the train back to Newcastle. But it was "A champ'yin canny laff" nonetheless.



THEY'RE BACK...
Virgin Games
双截龍
DOUBLE DRAGON II
The Revenge™
IBM
AMIGA
ATARI ST
CBM 64
SPECTRUM
AVAILABLE ON
IBM PC £24.99
ATARI ST £19.99
AMIGA £19.99
CBM 64 CASS £9.99
CBM 64 DISK £14.99
SPECTRUM CASS £9.99
SPECTRUM +3 £14.99
COMING SOON!
AMSTRAD CASS £9.99
AMSTRAD DISK £14.99
VIRGIN GAMES • 2-4 VERNON YARD
119 PORTOBELLO ROAD • LONDON W11 2DX
"COPYRIGHT© 1989 AMERICAN TECHNOS INC. ALL RIGHTS RESERVED"
"AMERICAN TECHNOS™" "DOUBLE DRAGON II™ - THE REVENGE™"
THIS GAME HAS BEEN MANUFACTURED UNDER LICENSE FROM AMERICAN TECHNOS INC

TRIPPING THE LIGHT FANTASTIC

Like Rainbow Arts last year, Code Masters have just announced the completion of a Compact Disk loader for the Spectrum, Commodore or Amstrad CPC machines, which loads games in around 40 secs. Garth Sumpter spent a day on the Code Masters farm to see how they did it all...

Okay, so everybody wants to load stuff into their computer faster than a tape, but nobody wants to shell out the money for a disk drive. Now Code Masters have come up with a solution - an adaptor which provides an interface between your computer and a normal compact disk player and turns it into a sort of disk drive, the only difference being that you can only load games - you can't actually save anything onto the disk. The interface comes with a CD-Rom (which is basically a normal CD) containing 30 Code Masters games, and costs just five pence under £20 - a bargain! So how does it actually work?

THE CD SIDE OF LIFE

The program is stored on CD in digital format, and when played the program whizzes down the wire (you can listen to it if you like, but it's horribly screechy and will more than likely burst your ear drums). But the computer can understand it, and with its processor working flat out to interpret the signal into computer code, the end result is a loading time of well under half a minute in some cases!

MOVING IN STEREO

On the C64, to make things even faster the accurate stereo effect from the CD is utilised to send two separate signals - one which is the data and another which acts as timing pulse, telling the computer to read the signal at a point when it is strongest, making it more accurately interpreted by the processor as a 1 or a 0. Consequently loading is virtually error free, and code can be crammed into the machine even faster than the Spectrum!



INTO THE FUTURE

The application of the CD system is totally up to software developers. But one thing's for sure - it has plenty of potential. Hundreds of megabytes of information can be squeezed onto the disk - far more than a conventional computer disk - and since loading time is short, far more graphics and sound information could be stored for games. Imagine a game with minutes of digitised speech or amazing digitised graphics! It could happen. Keep watching this space.

WHAT'S ON

THE SPECTRUM PLAYLIST
3D Starfighter, Arcade Flight Simulator, ATV Simulator, Bigfoot, BMX Dirt bike/Freestyle/Quarry Racing, Death Stalker, Dizzy I, Dizzy II, Eleven-a-side, Fast Food, Fruit Machine Simulator, Ghost Hunters, Grand Prix Sim II, Indoor Soccer, International Rugby Simulator, Jetski Easy/Hard, Moto X, Ninja Massacre, Pinball, Pro Skateboard Simulator, Pro Ski Simulator, Robin Hood, Soccer Skills, Snooker Simulator, Street Soccer, Street Gang Football, Super Stuntman, Twin Turbo V8 and Vampire.

THE 64 PLAYLIST
BMX Simulator, Pro Skateboard Simulator, Super Robin Hood, Grand Prix Simulator, Vampire, Poltergeist, Red Max, Fruit Machine Simulator, Ninja Massacre, Magnum Force, Rugby Simulator, Super Stuntman, Lazer Force, BMX Freestyle, Super G-Man, Dizzy, Ghost Hunters, Advanced Pinball Sim, Thunderbolt, Cosmonut, Arcade Flight, Moto X Sim, SAS Combat Sim, ATV Sim, Pro Ski Sim, Super Hero, Treasure Island Dizzy, BMX 2 Dirt Track, BMX 2 Quarry, Street Soccer, Indoor Soccer and 11-a-side Soccer. There's also a sound test on track 1 to assist in setting the volume.

EMLYN NEWS

It's not every day that you get to meet a big star of the software reviewing world like Paul Rand. Recently it was the turn of this lucky young lad, who said his name was Emlyn. As you can see from the picture, cheeky Mr Rand likes nothing better than to entertain his fans, and even managed a cheery smile for the camera as he and Emlyn quaffed at The Hog's Grunt Inn, Cricklewood.

After a few jars, the conversation turned to software and, his tongue loosened by the vino, Emlyn revealed that he had actually starred in a computer game himself! Not only that, he said he was soon to appear in another one! Emlyn is licensing his (rather unusual) name to Audiogenic for their latest product, also pictured here. It's a general knowledge trivia quiz game similar to those "Give Us A Break"/"Suit Pursuit" machines found in public houses across the land, but with a bit of board gaming thrown in for laffs. The game is out on all formats at the end of January, and goes under the name of Emlyn Hughes' Arcade Quiz... Hang on... Emlyn Hughes! Didn't he used to be famous...? Blimey...





DARIUS DUNCE

Teeny mistakelet in last month's review of Darius+. The Amiga version retails at £24.99, and not the £19.99 stated. Apologies to The Edge. No apologies to Paul Glancey, who made the mistake and has since been hung up in the Ed's garden to feed the blue tits.





WHERE'S THE KONIX?

Where indeed? After numerous telephone enquiries from inquisitive punters we decided to find out what had happened to the Konix Multisystem, which was supposed to be in the shops in time for Christmas. A spokesperson for Konix was only able to tell us that the machine with the original specifications would be on sale for £229, some time during the first quarter of 1990. "It was an ambitious project," said a Konix spokesman, "and with ambitious projects complications tend to crop up and hence the delay." Oh dear.

MORE DOMARK BONDAGE

Our spies in the industry tell us that Domark have bought up the license for another James Bond movie, but unfortunately, because Cubby Broccoli isn't bringing out a new film for a couple of years, they've plumped for 007's outing of several years back, The Spy Who Loved Me. The game is currently in the story boarding stages, but you can expect to be skiing off cliffs and racing about in a missile-firing Lotus Esprit around next July or August.

Bloodwych



As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!

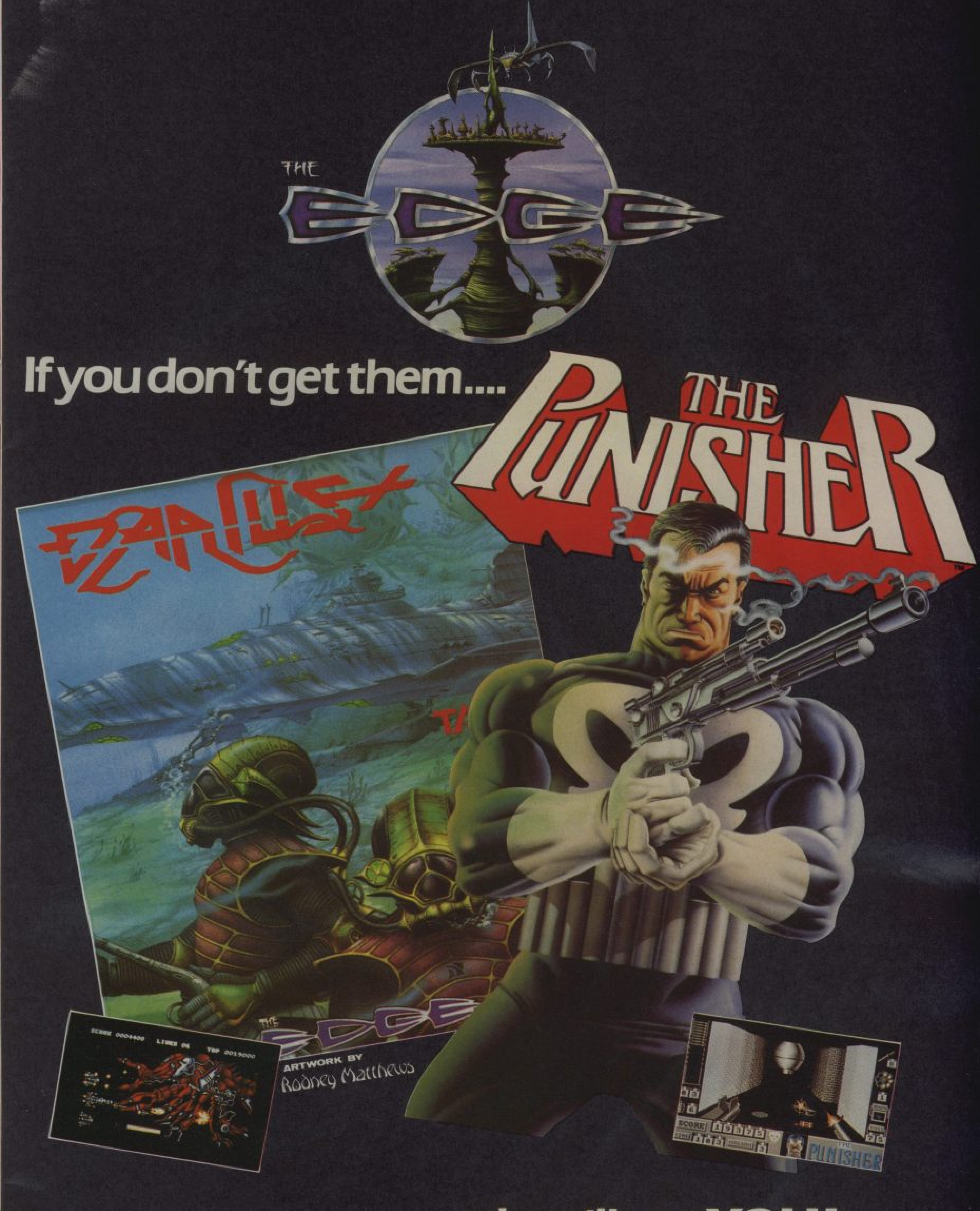




Atari ST Screen Shots

image works

Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99


THE EDGE
If you don't get them....
THE PUNISHER
DARIUS+
ARTWORK BY
Rodney Matthews
SCORE
PUNISHER
....they'll get YOU!

C+VG HOTLINES

LINE ONE
0898 334 150
WIN SOME FAB EMLYN HUGHES STUFF!!!

Eee, I know it! I know it! Aah, you may know it Emlyn, but will our readers? We'll find out when they ring our Audiogenic Comp-Line in the hope that they win one of the sporting prizes in this brilliant Emlyn Hughes Giveaway. To celebrate the footy sim's 48 weeks in the chart, two signed copies of International Soccer complete with autographed Emlyn posters are up for grabs for the first prize winners, with eight copies of the game available to the runners-up. So do your funky dialling stuff and answer the easy-peasy questions which abound!

LINE TWO
0898 555 537
WIN A HUNDRED QUID'S WORTH OF GAMES!

Yes folks, it's yet another of those mega £100 giveaways, courtesy of us lot here at C+VG! No matter what machine you own, if you're the winner we guarantee you months of gaming fun at the expense of your fave games mag! So don't delay, phone us today!

LINE THREE
0898 555 538
WIN A SEGA MEGA-DRIVE!!!

We think we've given away more than enough PC Engines over the past few months, so this time we turn to that other mean machine, the scrumptious Sega Megadrive! If you take your gaming seriously, you'll know that to miss out on the chance to win this amazing 16 bit console would be tantamount to, well, doing something very silly indeed. And all you've got to do is put yer finger in the little hole on the front of your telephone and give us a call!

LINE FOUR
0898 555 539
WIN COPIES OF X-OUT! OOOH!!!

Fifteen copies of Rainbow Arts' HIT-rated shoot 'em up, across all major formats, can be won this month! And there's never been an easier way to be in there with the best of 'em. Get on the blower, ring the number shown above, answer the questions, and keep your fingers crossed. Easy!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL.
CALLS ARE CHARGED AT 38P PER MINUTE (STANDARD RATE) AND 25P (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

Software Classics

SENSATIONAL VALUE



	Ami	Ams cass	Ams disk	C64 cass	C64 disk	IBM 5.25	IBM 3.5	Spec cass	Spec disk	ST
Empire	•					•				•
Fast Break				•	•	•				
Fusion	•									•
Pegasus		•	•	•	•	•	•	•	•	
Rack 'em				•	•	•				
Serve & Volley				•	•	•				
Starfleet	•				•	•	•			•
T.K.O.				•	•					

£9.99 16-bit **£6.99** 8-bit disk **£2.99** 8-bit cassette

Electronic Arts 11-49 Station Road
Langley, Berks SL3 8YN Tel 0753 49442

ELECTRONIC ARTS™

C+VG'S FAVE GAMES OF THE 80'S

Now we're into the 90's, the C+VG lads have decided to get together and reveal their favourite games of the last decade. You might agree with them. You might not. In which case why not write in to the YOB saying what your favourites are and why. There's a special prize for the best letter we receive on the subject...

JAZ RIGNALL

A very difficult choice - there are loads of games which I still play, and the following ones are just a few of my favourites in no particular order...

IMPOSSIBLE MISSION
(C64)
A stunning arcade adventure, and an almost perfect game.

ANY EUGENE JARVIS COIN-OP
That means Defender, Stargate, Robotron, Joust I/II and Sinistar - all brilliant!

BOULDERDASH
(C64/ATARI)
A fiendish puzzle game.

TETRIS
(GAME BOY)
One of the most addictive games ever.

ANCIPITAL
(C64)
Weird and utterly, utterly wonderful.

SIM CITY
(AMIGA)
A strange, abstract game that keeps you playing.

INDY 500
(PC)
The best race game I've played outside of an arcade.

PARADROID
(C64)
A stunning game - I'm looking forward to the 90's version coming out on 16 bit later on this year.

DROPZONE
(ATARI)
The best 8 bit blaster of all time.

ANY SUPER MARIO GAME
(NINTENDO)
Simply perfect playability. Mario III is simply awesome.

PAUL RAND

Yeah, it's a tough choice. But here are mine - and I've got them in order!

1. GUNSHIP
(C64)
It's THE best flight sim on the 64 (and I got a Congressional Medal Of Honour!).

2. OPERATION WOLF
(C64)
I think I was one of the few people who could play it with a joystick!

3. OUTRUN
(COIN-OP)
Everyone crowds round when you're about to finish - it's a real pose!

4. RAMBO
(C64)
Miles better than Commando, and the music's great.

5. 3D MONSTER MAZE
(ZX81)
That game had the best graphics ever on Sinclair's little doorstopper.

6. SUPER MARIO BROS III
(NINTENDO)
We've had it in the office for months, and I've hardly stopped playing it.

7. ELITE
(SPECTRUM)
Played this for ages when it came out, and became Deadly without using any cheats!

8. PIRATES
(C64)
Stayed up playing literally all night with the brightness turned down, so my mother wouldn't whinge at me.

9. AIRWOLF
(SPECTRUM)
The first game I ever bought for my Spectrum, and I STILL haven't finished it!

10. URIDIUM
(C64)
Didn't really like this until a couple of years ago, but you couldn't get me off it after that.

PAUL GLANCEY

There's no doubt about my number one favourite game, but choosing the rest was a difficult decision.

1. DUNGEON MASTER
(ST)
So cunning and so atmospheric. You really started to worry about what was lying in ambush around the next corner.

2. ELITE
(ST)
The most exciting trip through space money can buy.

3. SUPER MARIO BROTHERS III
(NINTENDO)
There's just so much in it!

4. GUNHED
(PC ENGINE)
A pyrotechnical delight and you can accumulate so much destructive power, which is just how a shoot 'em up should be.

5. WIZBALL
(C64)
Sensible Software's tour de force, a real treat for the senses.

6. INDIANAPOLIS 500
(PC)
Astonishingly realistic racing simulation. Almost worth buying a PC for.

7. DELTA
(C64)
Playing it in a darkened room with the music turned up is an experience not to be missed.

8. TETRIS
(GAME BOY)
The definition of "engrossing". The ultimate portable pastime.

9. GHOULS 'N' GHOSTS
(MEGADRIVE)
Simply because it's such an amazing conversion of an arcade machine.

10. UP 'N' DOWN
(C64)
It was just so jolly. It made me think happy thoughts.



NEW ! FROM ENCORE...

BUGGY BOY
© 1987 ELITE SYSTEMS LTD.
ORIGINAL GAME DEVELOPED BY TATSUMI. LICENCED FROM DATA EAST USA INC.

CRITICAL MASS
© 1989 ELITE SYSTEMS LTD.

SPACE HARRIER
© 1986 Elite Systems International Ltd.
© 1985, 1989 Sega Enterprises Ltd.

This game has been manufactured under licence for Sega Enterprises Ltd. Japan, Space Harrier and Sega are Trademarks of Sega Enterprises Ltd.

Game	Format	Price	Release Date
BUGGY BOY	Spec. C64 Ams.	£2.99 £2.99 £2.99	22.12.89
SPACE HARRIER	Spec. C64 Ams.	£2.99 £2.99 £2.99	22.12.89
CRITICAL MASS	Spec. C64 Ams.	£1.99 £1.99 £1.99	31.1.90



encore

Elite Systems Limited Anchor House, Anchor Road, Aldridge Walsall West Midlands WS9 8 PW England Telex: 336130 ELITE G Consumer hot line: (0922) 743408


CYBERBALL
TM
C. BUXTON
October 2006 Paul "Bubba" Kwinn banned for bionic violation
September 2008 Random bionic testing enforced
October 2008 Bionically repaired players take legal action
November 2015 League office disbanded, first completely cybernetic player fielded. Model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.
January 2022 The last human to play the game, Dave "Rocket" Ralston decapitated by a face-masking violation
FOOTBALL IN THE 21st CENTURY
BALL STATUS
CYBERBALL
QUARTERBACK
RUNNING BACK
Atari ST Screenshots
Programmed by: Quixel
© 1989 TENGEN INC. All Rights Reserved. ™Tengen Inc. Licensed by Domark Ltd.
TENGEN
The Name in Coin-Op Conversions.
DOMARK
Published by DOMARK LTD, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224
Available on: IBM PC, Atari ST, Amiga, Commodore 64 Cassette & Disk, Amstrad Cassette & Disk, Spectrum + 3, Spectrum 48/128

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

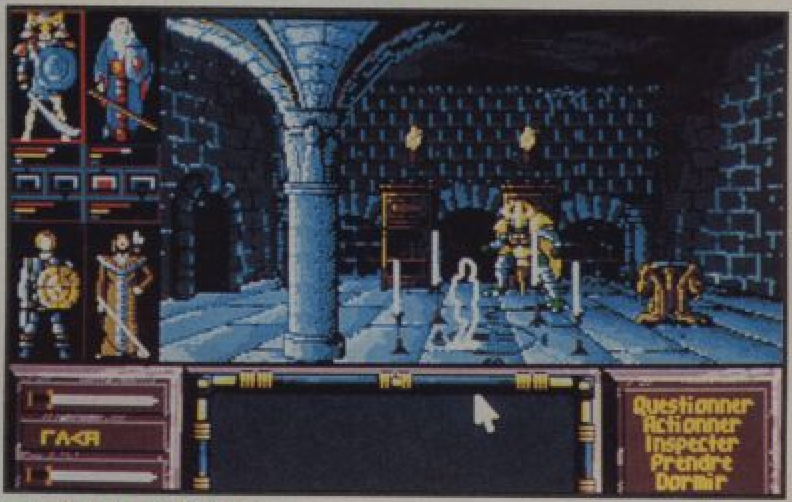
THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.



REVIEWS

C+VG HIT! REVIEWS



DIE HAR

BY ACTIVISION

It's Christmas Party time at the Nakatomi Corporation's new office block. Employers and staff make merry together on the 32nd floor of their high-rise headquarters, eating, drinking and dancing the night away, little knowing that a terrorist organisation has evaded the building's security systems, locked the doors and is about to gatecrash the function, guns blazing. Led by one Hans Gruber, the terrorists are demanding the $600m worth of bearer bonds, held inside the company's seven vaults, otherwise a massacre will take place. The idea was flawless.

Almost.

John McClane, an off-duty New York police officer is inside the building, visiting his estranged wife, Holly. Carrying nothing save his regulation pistol, he ducks into the bathroom on the 32nd floor to weigh up the situation. And what a situation! The only way to save the hostages and foil the terrorists' plan is to deactivate the security seal which is locking the door leading to the roof. Once on the roof, he must swing to a building opposite, then from that building crash through the window to level 33 of the Nakatomi offices, negotiating the Board Room to reach level 34, then back to the roof before climbing down to a lower floor to tackle head honcho, Hans. Throughout the building are terrorists which need to be eliminated, both to stop them from killing McClane and to collect the weapons and other useful objects which they possess. A vertical bar represents McClane's energy level, which decreases when shot or punched by a terrorist. Extra energy can be gained by using the first aid kit on level 32, or by eating the food carried by some of the enemy. On reaching Gruber, McClane finds that the evildoer is holding Holly at gunpoint - precise pistol packing is the order of the day if Hans is to get his just desserts.

The most striking aspect of what could have been a fairly average arcade adventure is the amazing 3D graphics system implemented in Die Hard. Each room is littered with tables,





▲ This is no time for a sit-down o



▼ Aha - a map! Now, where are

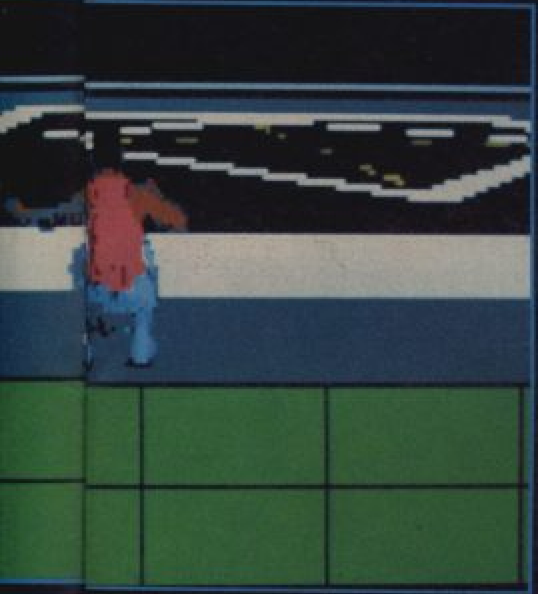


▼ Hmm. Nice office, this. Decor's a bit sparse, though.

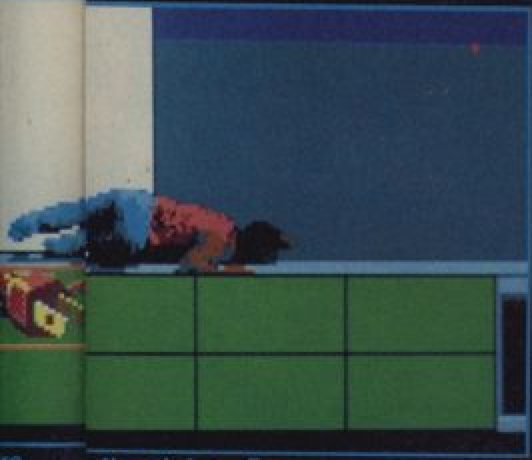


DI

RD



wn on the heli-pad!



re the stairs...?





▲ Ha! Another thug plugged!



chairs and other office furniture and, although these items are only there as adornment and cannot be interacted with, they add atmosphere and realism to the game. Frame update is very fast, even on slower PC's than the 26MHz one which we have in the office, and your character is quick to respond to joystick or keyboard movements. As bullets are in limited supply, McClane has the ability to fight unarmed which, while useful when against non-gun toting terrorists, makes life harder when confronting an Uzi-packing bad guy, so strategic elements also feature in Die Hard, insofar as deciding whether to boot the baddies, risking loss of energy, or simply to fire off a few rounds in the hope that you'll find more ammo later in the game.

The PC has seen something of a surge of quality releases lately, across a wide range of genres. What with last month's awe-inspiring Indy 500 and now the graphically excellent, not to mention highly playable Die Hard to name but two, PC owners are in for a very happy New Year and beyond. It's just a pity that the main sprite and, indeed, the bloke on the box, looks nothing like Bruce Willis at all! (Surely that's no disadvantage? - Ed)

PAUL RAND

UPDATE

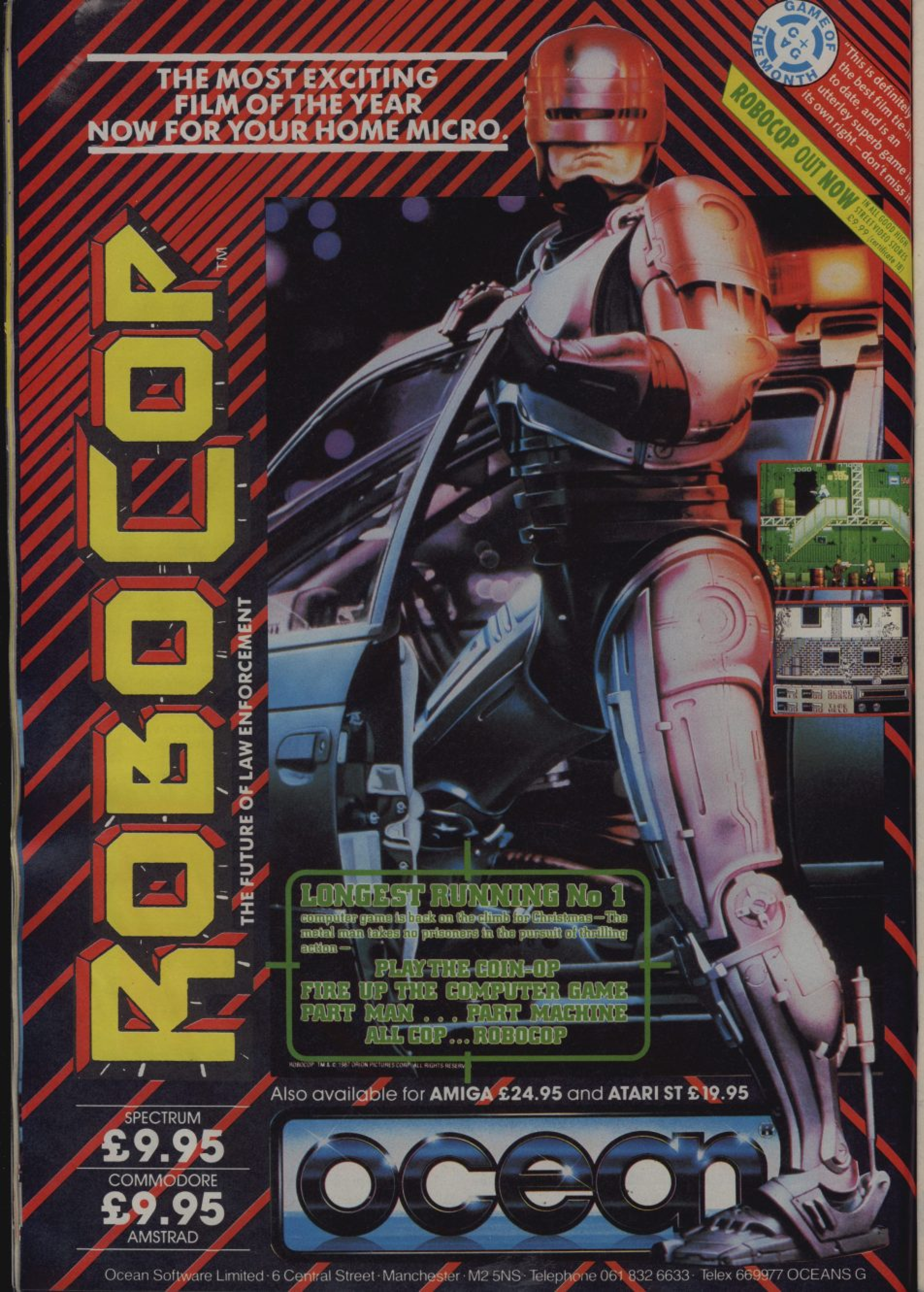
At the moment Activision's USA programmers are only converting Die Hard to the C64, which is a bit of a shame. Expect that version early in the new year.

PC	£24.95
GRAPHICS	89%
SOUND	62%
VALUE	80%
PLAYABILITY	81%

Featuring superb graphics as well as a challenging quest to beat the terrorists, Die Hard ranks as one of the better games on the PC.

OVERALL	80%

E HARD



THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.
GAME OF THE MONTH C+VG
"This is definitely the best film tie-in to date, and is an utterley superb game in its own right – don't miss it
ROBOCOP OUT NOW
IN ALL GOOD HIGH STREET VIDEO STORES £9.99 (certificate 18)
ROBOCOP™
THE FUTURE OF LAW ENFORCEMENT
LONGEST RUNNING No 1
computer game is back on the climb for Christmas – The metal man takes no prisoners in the pursuit of thrilling action –
PLAY THE COIN-OP
FIRE UP THE COMPUTER GAME
PART MAN . . . PART MACHINE
ALL COP . . . ROBOCOP
ROBOCOP TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED
Also available for AMIGA £24.95 and ATARI ST £19.95
SPECTRUM
£9.95
COMMODORE
£9.95
AMSTRAD
ocean
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G



Hello folks, and welcome to the first Mailbag page of the 1990's. YOB's here once again to sift through his bulging sack (mail sack, that is) and answer a heap of letters. If you've got anything to say, be it witty or not, questions or answers or whatever, send your stuff to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



THE EMPIRE STRIKES BACK

Dear YOB
Yes, I'm back and this time I've brought my Dad (as well as Yoda)! Well, you will probably be highly excited to learn that we have, in fact, swapped our Aquarius for a couple of Amigas (with change to spare). The main reason for this is that we have joined a "Cracking Team". We call ourselves the Street Tough Street Cred Bunk Bed Brain Dead Cracking Talent. Good, huh? We feel we must share our great cracking knowledge with Joe Public (hi Joe) so here is a typical page out of Yoda's Cracking Diary:

MONDAY, 27TH NOVEMBER, 1989 AD

6:00 AM: Woke up. Phoned Darth Vader for his latest cracks.
6:01 AM: Started to clean up after last night's Copy Party. Like the Dutch Piracy Software Federation, our Research and Copy team did a great job too. Unfortunately they did not clean it up.
7:00 AM: Darth comes round for an early Copy Session. He still can't copy my devastating impression of Frankie Howerd.
7:02 AM: Phew! Just finished cracking my 30th game of the day!
10:30 AM: Just finished coding an arcade perfect version of NARC for the Amiga. Saved it to disk and gave it to Darth to crack. Yes, OUR copy team is so advanced that we write our own games to crack! Problem is, Darth cracked my game with a sledgehammer.
12:00 PM: Marco Van Basten MBA (My Balls Ache) of the Dutch Piracy Software Federation flew over especially for lunch. Had to pretend we were out by hiding under the coffee table until he went away to annoy someone else.
1:30 PM: Watched Neighbours. Did you know that Bronwyn was once a member of our cracking group?
5:30 PM: Began the huge, awesome task of answering our sacks of fan mail.
5:31 PM: Eat dinner and prepare disks for Copy Party tonight.
6:00 PM: Headed off in the general direction of Sweden for the party.
7:30 PM: A very interesting party indeed. Thank God Gremlin of Scoopex was present, as his mum brought the ice cream and jelly along. The party was stopped after Gremlin and his gang ate the lot and all the Cracking Groups present realised they had no coding abilities whatsoever. And to top it all we missed Wogan.
8:00 PM: Compacted the thirty games we cracked this morning with our Mega-Packer Super-Packer Shelf-Packer Kill-A-Hacker utility. Sent the disk to our many millions of followers around the globe.
9:00 PM: Tuck up in beddyland with Teddy and a nice mug of cocoa.
So, it just goes to show what an important job we crackers do, doesn't it, eh?
Darth Vader and Yoda, Witham, Essex
YOB: Hi guys. You're fab. Free software and t-shirts are on their way, I promise.

CHANGE THE NAME

Dear YOB,
I've decided to write in to ask you to explain why some English games have been renamed for the American market. I buy various magazines every month including "Compute" and have noticed the changed names e.g. IK+ to Chop 'n' Drop, Nebulus to Tower Toppler and Green Beret to Rush 'n' Attack.
Sanjay Kapur, Victoria, Australia
YOB: What's usually the case is that another product has the same name as an English game, so to export it to America, the English company has to change the name of their game. Silly, but there we go.

NAMING THE GAME

Dear YOB,
I am writing to see if you will answer a few of my questions, but firstly I would very much like to comment on a few things. In your June issue

of C+VG (the one with Indiana Jones on the cover) at the Arcades section you reviewed an arcade game which you called "Game with no name". The game you were referring to was the Konami beat 'em up Crimefighters. You gave it a disappointing review. I though it was ****ing brilliant. I have completed it twice including the special stage after the last.
And now for my questions:
1. Do Konami intend to bring Crimefighters to the home computer?
2. What ever happened to the game 19 Part II - The Combat Zone?
3. Are the Nintendo games Gradius and Rush 'n' Attack really Nemesis and Green Beret?
4. Can you please give me a map and tips for Tusker like you did with Last Ninja II? I'd like to know how to get the map and how to get into the forest in the green foliage.
5. Does anyone have a cheat for The Untouchables?
6. Are the 3D glasses and Light Phaser available for the C64?
7. Are the Nintendo games Double Dribble and Life Force really Basket Master and Salamander?
Nicky Norbury, Leamington Spa, Warwickshire
YOB: Crimefighters (it had no name when we reviewed it) is just another boring old Double Dragon clone. I certainly didn't think it was very good - there are loads of better fighting games in the arcades. Still, one man's meat... can be bigger or smaller than another's. To answer your questions 1: No. 2: What indeed. 3: Yes. 4: Hang on a sec (rummages through pockets). No, not at the moment. 5: Oh, I'm sure someone does. Keep watching the tips section. 6: A light phaser is apparently in the pipeline - we'll keep you posted. There are no proper 3D glasses. 7: Yes.

I WANNA LYNX

Dear YOB,
I read the double-page Mean Machines article about the Lynx, but to my dismay it isn't to be released until next year sometime. I was wondering if you would please print the address of an American company that would send me details about the Lynx and then sell me it.
Justin Fabrizio, Clynder, Helensburgh
YOB: Well, Justin, me old mate, me old china, me old soup spoon, I'll be straight with you. I'm afraid, well, I don't know how to say this, but I, um, I... don't know of anyone in the USA who'd be able to help you. Why not wait a bit, and satisfy yourself with all the latest Lynx news in C+VG? I'm getting good at this plugging business, aren't I Ed? (Not bad, but still room for improvement - Ed). Anyway, it's coming to Britain soon, so just keep on hanging in there...

HOPELESS LIAR

Dear (?) YOB,
I'm in a state; my FM Towns and my Acorn A3000 have just broken down. Help! I'm being reduced to playing on my PC Engine SG, my Konix, even my Sega Megadrive. I even stooped as low as playing on my Hard Drivin' cabinet situated at my bedside. But then, life's a bitch?
Greg Thwaites, Streatham, London
YOB: Yeah. And then you die.

QUEST FOR XE-LENCE

Dear YOB,
I'm wondering if you could tell me why I can't get many computer games for my Atari 65XE. Because I live at Cirencester and they don't do Robocop and all them good games like that for mine.
Barry Evans, Cirencester, Gloucester
YOB: Yes, I asked several major games manufacturers and the fact is that they don't send any good 65XE software to the shops in Cirencester because you live there and they just don't like you because you smell funny. No, sorry about that but I couldn't resist it. Robocop isn't available for the XE. But there are plenty of Atari games that are - check out Silica Shop for a huge catalogue of games for your machine. Send an SAE and a letter saying that you want a list of Atari XE games to: SILICA SHOP, THE MEWS, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX.

MR TV KELLY

Dear YOB,
I think you're right about us being misrepresented on television, so let's do something about it. Everyone reading this should sit up and write a letter to the BBC or ITV. Let's bombard them with letters until they give in and let us have our own programme. Outline the facts of what you want and put your age so we don't get put on children's television. You can contact the BBC at:
BBC TV Centre, London, W12 8QT
and ITV at:
Thames Television Ltd, Viewer Correspondence, 149 Tottenham Court Road, London, W1P 9LL.
Darren Kelly, Ludlow, Shropshire
YOB: Yeah, exactly. I mean what do we pay our license fees for? Come to think of it, what DO we pay our licence fees for?

HOWAY PET!

Dear Yob
I'll start by begging for one of your mega stonking T-shirts, so let us have one or I'll let you have one right on the nose - got it? Anyway, that's enough threatening blackmail so let's get on with what I really wish to know...
Have you any pets? I myself have two delightful rhinoceroses, Gargantua and Goliath, and a suicidal lemming called Archie. If you do have any pets, what are their names and hobbies? My rhinos enjoy a bit of sky-diving and jogging. Actually, one of them's a star - remember the Jacobs Club advert with the "Rhino-tested for strength"? Well, that was old Goliath himself! As for Archie, all he ever seems to do is throw himself off bookcases and tables, but he's a lovely little feller really. Also, what is their favourite food, if they have one? My rhinos do so enjoy a tender leg of Yob. The lemming doesn't mind an eyeball or two either. So if you do have any pets, tell us as I'm sure mine would like to eat yours - whoops, did I say eat? I meant to say meet yours as I'm sure they would go down well.
Oh yes, nearly forgot. Thanks for a whoopy-do of a mag.
Merle Riseborough, Fakenham, Norfolk
YOB: I've got a Rottweiler called Fang. He's a great dog, and loves children.

WHAT CONSOLE?

Dear Yob,
Could you tell me which is the best console at the moment. I am thinking of getting a Megadrive, but the games are very dear. My mate keeps going on about how good Amigas are and they have better graphics than the Megadrive. Is that true? I would be very grateful for your opinion on them both.
Mark Dennis, Hull
PS Don't tell me to read Complete Guide To Consoles because I've bought it already. By the way, C+VG is totally and utterly mega.
YOB: Read the book again, weigh up all the good and bad points of each machine, see which machine has the games you like best and buy that machine. An Amiga costs twice as much as a Megadrive, and in many cases, Megadrive conversions (Ghouls 'n' Ghosts, Super Hang-On, Forgotten Worlds, Altered Beast, Space Harrier, for example) are miles better than their Amiga counterparts. But then Amiga owners have their own great games in the form of Populous, Sim City, It Came From the Desert... If you're choosing between the two, check out your wallet, check out which games YOU like best and want to play the most and buy.

THE YOB!

COMSOFT (Coldstream)Ltd. Comsoft House. Coldstream. Scotland. TD12 4BS.

ACCESS Telephone No.0890 3232 Fax No.0890 2927 Carriage: Orders less than £10.00 please add £1.00 VISA

HOME COMPUTERS

	R.R.P	OUR PRICE
AMSTRAD CPC 464 COLOUR	299.99	269.99
AMSTRAD CPC 464 MONO	199.99	179.99
AMSTRAD CPC 6128 COLOUR	399.99	359.99
AMSTRAD CPC 6128 MONO	299.99	269.99
ATARI-ST 520FM	299.99	269.99
COMMODORE 64	149.99	134.99
COMMODORE AMIGA	399.99	359.99
SPECTRUM +2	149.99	134.99
SPECTRUM +3	199.99	179.99

PRINTERS

	R.R.P	OUR PRICE
AMSTRAD DMP2160	159.00	151.05
AMSTRAD DMP3250di	194.35	184.63
AMSTRAD DMP400015" WIDE	286.35	272.03
AMSTRAD LQ3500 24 PIN	286.35	272.03
AMSTRAD LQ5000 24 PIN	458.85	435.91
STAR LC10	228.85	217.41
STAR LC10 C64 Interface	228.85	217.41
STAR LC10 COLOUR	297.85	282.96
STAR LC10 COLOUR C64 Interface	297.85	282.96
STAR LC24-10 24 PIN	343.85	326.66

PRICES FOR OTHER MAKES PLEASE PHONE

JOYSTICKS

	R.R.P	OUR PRICE
CRYSTAL CLEAR	14.99	13.46
CRYSTAL TURBO CLEAR	16.99	15.29
JY2 JOYSTICK	14.95	13.46
QUICKSHOT 2	9.95	8.96
SUPER PROFESSIONAL	16.99	15.29
THE ELITE	14.99	13.49

Amstrad CPC Entertainment Software

		R.R.P	OUR PRICE
10 Computer Hits Vol 5	Cass	9.95	8.46
10th Frame	Cass	9.99	8.49
3D Boxing	Cass	8.95	7.61
3D Stunt Rider	Cass	8.95	7.61
6 Pak Vol 3	Disc	14.99	12.74
Acrojet	Disc	14.95	12.71
Activator	Cass	8.95	7.61
Activator	Disc	13.95	11.86
Admiral Graf Spee	Cass	8.95	7.61
Advance Tactical Fighter	Cass	9.95	8.46
Agent Orange	Cass	9.95	8.46
Air Combat Emulator	Disc	14.95	12.71
Altered Beast	Cass	9.99	8.49
Altered Beast	Disc	14.99	12.74
American Football	Cass	8.95	7.61
Amsgolf	Cass	8.95	7.61
Amstrad Acadamy	Cass	9.99	8.49
Andy Capp	Cass	9.95	8.46
Andy Capp	Disc	14.95	12.71
Armageddon Man	Cass	12.95	11.01
Atom Smasher	Cass	8.95	7.61
Auf Wiedershen Monty	Cass	9.99	8.49
Ball Breaker	Disc	14.95	12.71
Ballblazer	Cass	9.99	8.49
Barry McGuigan World Boxing	Disc	14.95	12.71
Basket Master	Cass	8.95	7.61
Batman The Movie	Cass	9.95	8.46
Batman The Movie	Disc	14.95	12.71
Beach Volley	Cass	9.99	8.49
Beach Volley	Disc	14.99	12.74
Bloodwych	Cass	9.99	8.49
Bloodwych	Disc	14.99	12.74
Bomber Fighter	Cass	14.99	12.74
Bomber Fighter	Disc	19.99	16.99
Bobsleigh	Disc	14.95	12.71
Book of the Dead	Disc	14.95	12.71
Bravestarr	Cass	9.99	8.49
Bravestarr	Disc	14.99	12.74
Breakthur	Cass	8.99	7.64
Bridge	Cass	9.95	8.46
Bubbler	Cass	9.99	8.46
Bubbler	Disc	14.99	12.74
Best of Elite Vol 1	Cass	9.99	8.49
Cabal	Cass	9.99	8.49
Cabal	Disc	14.99	12.71
Captain America	Cass	9.99	8.49
Cassette 50	Cass	9.95	8.46
Chain Reaction.	Cass	7.95	6.76
Chain Reaction	Disc	14.95	12.71
Chase HQ	Cass	9.99	8.49
Chase HQ	Disc	14.99	12.71
Championship Sprint	Cass	9.99	8.49
Championship Sprint	Disc	14.99	12.74
Championship Basketball	Disc	14.95	12.71
Championship Water Sking	Disc	14.95	12.71
Charlie Chaplin	Cass	9.99	8.49
Chuck Yeagers A.F.T.	Cass	8.95	7.61
City Slicker	Cass	8.95	7.61
Clever & Smart	Cass	9.99	8.49
Cleudo	Cass	9.95	8.46
Codename Mat II	Cass	8.95	7.61
Coin Op Hits	Disc	19.99	16.99
Colossus Chess	Cass	9.99	8.49
Compendium	Disc	14.95	12.71
Computer Maniacs 1989 Diary	Cass	9.95	8.46
Computrer Hits 5	Cass	6.95	5.91
Confuzion	Cass	7.95	6.76
Continental Circus	Cass	9.99	8.49
Continental Circus	Disc	14.99	12.71
Core	Cass	8.95	7.61
Cosmic Shock Absorber	Cass	8.95	7.61
Crazy Cars II	Disc	14.99	12.74
Crazy Golf	Cass	8.95	7.61
Crystal Castles	Cass	8.95	7.61
Crystal Castles	Disc	13.95	11.86
Cubit	Cass	8.95	7.61
Dan Dare II	Disc	14.95	12.71
Dark Sceptre	Cass	9.95	8.46
Death Or Glory	Cass	8.95	7.61
Death Or Glory	Disc	14.95	12.71
Deep Strike	Cass	9.95	8.46
Dynamite Dux	Cass	9.99	8.49
Dynamite Dux	Disc	14.99	12.71
Elektra Glide	Cass	8.95	7.61
Eliminator	Cass	9.99	8.49

PLEASE STATE MAKE OF COMPUTER

Amstrad CPC Entertainment Software

		R.R.P	OUR PRICE
Eliminator	Disc	14.99	12.74
Explorer	Cass	9.99	8.49
Eye	Cass	9.95	8.46
F15 Strike Eagle	Cass	9.95	8.46
Federation	Disc	14.95	12.71
Fighter Pilot	Cass	8.95	7.61
Fighting Soccer	Cass	9.99	8.49
Fighting Soccer	Disc	14.99	12.74
Firelord	Cass	8.95	7.61
Flight Ace	Disc	17.99	15.29
Flunky	Disc	14.95	12.71
Flying Shark	Cass	8.95	7.61
Football Manager	Cass	8.95	7.61
Football Manager 2	Cass	9.95	8.46
Football Manager 2 Ex. Kit	Cass	7.99	6.79
Forgotten Worlds	Cass	9.95	8.46
Frankenstein	Cass	8.95	7.61
Frankenstein	Disc	14.95	12.71
Freddy Hardest	Cass	8.95	7.61
Frost Byte	Cass	9.95	8.46
Fu-Kung In Las Vegas	Cass	8.95	7.61
Future Knight	Cass	9.99	8.49
Galactic Games	Cass	9.95	8.46
Galactic Games	Disc	14.95	12.71
Galctic Plague	Cass	8.95	7.61
Galvin	Cass	8.95	7.61
G. Linekerr's Superstar Soccer	Cass	9.99	8.49
G. Linekerr's Superskills	Cass	9.99	8.49
Goonies	Cass	9.95	8.46
Great Escape	Cass	8.95	7.61
Gemini Wing	Disc	14.95	12.71
Ghostbusters 2	Cass	12.99	11.04
Ghostbuster 2	Disc	14.99	12.74
GFL Championship Football	Disc	14.99	12.74
Glider Rider	Disc	14.99	12.74
Grand Prix Selection	Cass	9.95	8.46
Grange Hill	Cass	9.95	8.46
Guerrilla	Cass	9.95	8.46
Hard Drivin'	Cass	9.99	8.49
Hard Drivin'	Disc	14.99	12.74
Haunted Hedges	Cass	8.95	7.61
Heartland	Disc	12.95	11.01
High Frontier	Cass	9.99	8.49
Highlander	Cass	8.95	7.61
Hive	Cass	8.95	7.61
Hive	Disc	12.95	11.01
Hotshot	Disc	12.99	11.04
House Of Usher	Cass	7.99	6.79
Hydrofool	Disc	14.95	12.71
Impossaball	Cass	8.95	7.61
Impossible Mission II	Cass	9.99	8.49
Impossible Mission	Cass	8.95	7.61
Impoosible Mission II	Disc	14.99	12.74
Infodroid	Disc	12.95	11.01
Jack The Nipper	Cass	9.99	8.49
Jack The Nipper II	Cass	9.99	8.49
Karate Ace	Disc	14.99	12.74
Kat Trap	Cass	8.95	7.61
Kat Trap	Disc	14.95	12.71
Key Factor	Cass	8.95	7.61
Kidsplay	Cass	9.99	8.49
Killed Until Dead	Cass	9.99	8.49
Kinetik	Disc	12.95	11.01
Kwahi	Cass	8.95	7.61
Leader-Collection	Cass	14.99	12.74
Lee Enfield In Space	Cass	9.95	8.46
Legend Of Kage	Cass	8.95	7.61
Macadam Bumper	Cass	8.95	7.61
Madballs	Disc	12.95	11.01
Magic	Cass	8.95	7.61
Magmax	Cass	8.95	7.61
Martianoids	Cass	9.99	8.49
Mask Two	Cass	9.99	8.49
Mega Apocalypse	Cass	9.99	8.49
Mega Apocalypse	Disc	14.99	12.74
Mercenary The Second City	Cass	5.95	5.06
Metaplex	Disc	14.95	12.71
Miami Vice	Cass	8.95	7.61
Monopoly	Cass	9.99	8.49
Moonwalker	Cass	9.99	8.49
Moonwalker	Disc	14.99	12.74
Movie	Cass	8.95	7.61
Movie	Disc	14.95	12.71
Mutant Monty	Cass	8.95	7.61
Mr Heli	Cass	9.99	8.49
Mr Heli	Disc	14.99	12.74
Mystery Of Arkham Manor	Cass	8.95	7.61
Nemesis The World	Cass	8.95	7.61
Nigel Mansells Grand Prix	Cass	9.99	8.49
Ninja Hamster	Cass	8.95	7.61
Ninja Hamster	Disc	14.95	12.71
Ninja Warrior	Cass	9.99	8.49
Ninja Warrior	Disc	14.99	12.74
Nodes Of Yesod	Cass	8.95	7.61
Nosferatu	Cass	9.95	8.46
Not A Penny More	Cass	9.95	8.46
Now Games 4	Cass	9.95	8.46
Oh Mummy	Cass	8.95	7.61
Out Of This World	Cass	9.99	8.49
Operation Thunderbolt	Cass	9.99	8.49
Operation Thunderbolt	Disc	14.99	12.74
Outrun	Disc	14.99	12.74
Pack Of Aces	Cass	9.99	8.49
Passengers Of The Wind 2	Cass	9.95	8.46
Passing Shot	Cass	9.99	8.46
Passing Shot	Disc	14.99	12.74
Peter Beardsley	Cass	8.95	7.61
Phantom Club	Cass	8.95	7.61
Phantom Club	Disc	13.95	11.86
Pingpong	Disc	12.95	11.01
Power Drift	Cass	9.99	8.49
Power Drift	Disc	14.99	12.74
Powerplay Compendium	Cass	9.99	8.49
Pro-Tennis	Cass	9.99	8.49
Prodigy	Cass	9.99	8.49
Prodigy	Disc	14.99	12.74
Pulsator	Cass	8.95	7.61
Punchy	Cass	8.95	7.61
Quack A Jack	Cass	8.95	7.61
Questor	Cass	8.95	7.61
Questor	Disc	13.95	11.86
Rally Cross	Cass	9.95	8.46
Rally Cross	Disc	14.95	12.71
Ramparts	Cass	9.99	8.49

PLEASE STATE MAKE OF COMPUTER

Amstrad CPC Entertainment Software

		R.R.P	OUR PRICE
Rebel Planets	Cass	8.99	7.64
Red Scorpion	Cass	9.95	8.46
Rescue Of Fractalus	Cass	9.99	8.49
Rescue Of Fractalus	Disc	14.99	12.74
Return Of The Jedi	Cass	9.95	8.46
Revolution	Cass	8.95	7.61
Rod Pikes Horror Compilation	Cass	9.95	8.46
Rodeo Games	Cass	9.95	8.46
Rodeo Games	Disc	14.95	12.71
Roland Ahoy	Cass	8.95	7.61
Roland In The Caves	Cass	8.95	7.61
Roland On The Ropes	Cass	8.95	7.61
Rolling Thunder	Disc	14.95	12.71
Rygar Lets Fight	Cass	9.99	8.49
Sabre Wulf	Cass	8.99	7.64
Samurai Trilogy	Disc	14.95	12.71
Saint & Greavsie	Cass	9.99	8.49
Saint & Greavsie	Disc	14.99	12.74
Saracen	Cass	7.99.	6.79
Saracen	Disc	14.95	12.71
Scout Steps Out	Cass	8.95	7.61
Sepulcri	Cass	8.99	7.64
Shackled	Cass	9.99	8.49
Shadowfire	Cass	8.95	7.61
Shinobi	Cass	9.99	8.49
Shinobi	Disc	14.99	12.74
Slaine From 2000AD	Disc	14.95	12.71
Slap Fight	Cass	8.95	7.61
Space Hawks	Cass	8.95	7.61
Spannerman	Cass	8.95	7.61
Split Personalities	Cass	7.95	6.76
Sporting Triangles	Cass	9.99	8.49
Sporting Triangles	Disc	14.99	12.74
Spy Vs Spy Artic Antics	Disc	14.95	12.71
Spy Vs Spy Island Caper	Disc	14.95	12.71
Star Wars Trilogy	Cass	12.99	11.04
Star Wars Trilogy	Disc	19.99	16.99
Steve Davis Comp	Disc	9.99	8.49
Stockmarket	Cass	8.95	7.61
Story So Far Vol.4	Cass	12.99	11.04
Story So Far Vol.4	Disc	14.99	12.74
Strike Force Harrier	Cass	9.95	8.46
Summer Gold	Cass	9.99	8.49
Soccer Squad	Disc	14.95	12.71
Super Pipeline II	Cass	8.95	7.61
Super Sprint	Cass	9.99	8.49
Super Sprint	Disc	14.99	12.74
Supercycle	Disc	14.95	12.71
Supersleuth	Cass	9.95	8.46
Super Wonderboy	Cass	9.99	8.49
Super Wonderboy	Disc	14.99	12.74
Suoreme Challenge	Cass	12.95	11.01
Supreme Challenge	Disc	16.95	14.41
Survivor	Cass	9.99	8.49
Target Renegade	Disc	14.95	12.71
Tarzan	Cass	9.95	8.46
Tau-Ceti	Disc	14.95	12.71
Tempest	Disc	14.99	12.74
Terramex	Cass	8.95	7.61
Terramex	Disc	14.95	12.71
Terrormolinos	Cass	8.95	7.61
Tetris	Disc	12.99	11.04
Thanatos	Cass	9.95	8.46
The Amazing Shrinking Man	Cass	9.95	8.46
The Archon Collection	Cass	8.95	7.61
The Archon Collection	Disc	14.95	12.71
The Big Sleaze	Cass	9.95	8.46
The Boggit	Cass	9.95	8.46
The Cenyurions	Cass	9.99	8.49
The Eidolon Lucasfilm Games	Cass	9.99	8.49
The Eidolon Lucasfilm Games	Disc	14.99	12.74
The Fifth Axis	Cass	9.99	8.49
The Fifth Axis	Disc	14.99	12.74
The Fifth Quadrant	Disc	12.95	11.01
The Final Matrix	Cass	9.99	8.49
The French Mistress	Disc	19.95	16.96
The In Crowd	Cass	14.95	12.71
The Living Daylights	Cass	9.95	8.46
The Neverending Story	Disc	14.95	12.71
The Prize	Cass	8.95	7.61
The Thriller Pack	Cass	8.95	7.61
The Train	Cass	9.95	8.46
They Stole A Million	Cass	8.99	7.64
Through The Trap Door	Cass	9.95	8.46
Thruogh The Trap Door	Disc	14.95	12.71
Thrill Time Gold 1	Cass	9.99	8.49
Thrill Time Gold 1	Disc	14.99	12.74
Thrill Time Plat 1	Cass	9.99	8.49
Thrill Time Plat 1	Disc	14.99	12.74
Tolkien Trilogy	Cass	12.99	11.04
Tolkien Trilogy	Disc	17.99	15.29
Tombstowne	Cass	8.95	7.61
Top Secret/Mountains Kent	Cass	7.95	6.76
Tour De France	Cass	9.95	8.46
Toobin	Cass	9.99	8.49
Toobin	Disc	14.99	12.74
Trailblazer	Cass	9.99	8.49
Tracksuit Manager	Cass	9.95	8.46
Trvial Genus Edit	Cass	14.95	12.71
Trivial Pursuit Baby Boomer	Cass	14.95	12.71
Trivial Pursuit Genius Edit	Cass	14.95	12.71
Trivial Pursuit Genius Edit	Disc	19.99	16.99
Tubaruba	Cass	8.95	7.61
Turbo Outrun	Cass	9.99	8.49
Turbo Outrun	Disc	14.99	12.74
Untouchables	Cass	9.99	8.49
Untouchables	Disc	14.99	12.74
Venom Srikes Back	Disc	14.95	12.71
Victory Road	Disc	14.95	12.71
Village Of Lost Souls	Cass	9.95	8.46
Volleyball Simulator	Disc	14.95	12.71
Warlock	Cass	8.95	7.61
Way Of The Tiger	Cass	9.95	8.46
Way Of The Tiger II	Cass	9.99	8.46
Werners Let Go	Cass	8.95	7.61
Wizball	Cass	8.95	7.61
Xenon	Cass	9.99	8.49
Xenon	Disc	14.99	12.74
Xanagrams	Cass	8.95	7.61
Xarq	Cass	9.99	8.49
Xeno	Cass	9.95	8.46
Yes Primeminister	Cass	14.95	12.71
Yie Are Kung Fu II	Cass	8.95	7.61
Zynaps	Cass	9.99	8.49

PLEASE STATE MAKE OF COMPUTER

Budget Entertainment Software

R.R.Price £2.99 Our Price £2.70

180	Comm	Spec	Ams
1942	Comm	Spec	Ams
A.T.V. Sim	Comm	Spec	Ams
Ace 1	Comm	Spec	Ams
Ace 2(Budget)	Comm	Spec	Ams
Ace Of Aces (KIXX)	Comm	Spec	Ams
Action Force (Budget)	Comm	Spec	Ams
American Football	Comm	Spec	Ams
Arcade Action	Comm	Spec	Ams
Arcade Flight Sim	Comm	Spec	Ams
Arctic Fox	Comm	Spec	Ams
Army Moves	Comm	Spec	Ams
Bards Tale 1	Comm	Spec	Ams
Barry McGuigans Boxing	Comm	Spec	Ams
Baseball	Comm	Spec	Ams
Battle Valley	Comm	Spec	Ams
Batty	Comm	Spec	Ams
Beach Head 2	Comm	Spec	Ams
BMX Freestyle	Comm	Spec	Ams
BMX Simulator	Comm	Spec	Ams
Boulderdash	Comm	Spec	Ams
Boulderdash 2	Comm	Spec	
Cat Trap	Comm	Spec	Ams
Cobra	Comm	Spec	Ams
Cobra Force	Comm	Spec	Ams
Commando	Comm	Spec	Ams
Cosmic Pirate	Comm	Spec	
Crazy Cars (Hit Squad)	Comm	Spec	Ams
Cybernoid (KIXX)	Comm	Spec	Ams
Daley Thompson (Hit Sqaud)	Comm	Spec	Ams
Dandy	Comm	Spec	Ams
Dizzy	Comm	Spec	Ams
Die Alien Slime	Comm	Spec	Ams
Dizzy	Comm	Spec	Ams
Double	Comm	Spec	
Dragonus	Comm	Spec	Ams
Endurer Racer	Comm	Spec	Ams
Football Manager	Comm	Spec	Ams
Footballer Of The Year	Comm	Spec	Ams
Freddy Hardest	Comm	Spec	Ams
Frightwave	Comm	Spec	
Fruit Machine Sim	Comm	Spec	Ams
Game Over	Comm	Spec	Ams
Gauntlet	Comm	Spec	Ams
Gauntlet 2	Comm	Spec	Ams
Ghost Hunters	Comm	Spec	Ams
Grand Prix Simullators	Comm	Spec	Ams
Green Beret	Comm	Spec	Ams
HardBall	Comm	Spec	Ams
Hell Fire Attack	Comm	Spec	
Hi Q Quiz	Comm	Spec	Ams
Hyper Sports	Comm	Spec	Ams
Infiltrator	Comm	Spec	Ams
International Karate	Comm	Spec	Ams
Jack The Nipper	Comm	Spec	Ams
Jocky Wilson's Darts	Comm	Spec	Ams
Kendo Warrior	Comm	Spec	
Krakout	Comm	Spec	Ams
Las Vegas Casino	Comm	Spec	
Leaderboard	Comm	Spec	Ams
Leviathan	Comm	Spec	Ams
Light Force	Comm	Spec	Ams
Manic Miner	Comm	Spec	Ams
Mask	Comm	Spec	Ams
Master of Universe	Comm	Spec	Ams
Mega Nova	Comm	Spec	Ams
Metrocross	Comm	Spec	Ams
Mini Office	Comm	Spec	Ams
Mission Elevator	Comm	Spec	Ams
MotorcrossSimulator	Comm	Spec	Ams
Moving Target	Comm	Spec	Ams
Nick Faldo	Comm	Spec	Ams
Ninja	Comm	Spec	
Ninja Commando	Comm	Spec	Ams
Ninja Massacre	Comm	Spec	Ams
On Cue	Comm	Spec	
On The Bench	Comm	Spec	Ams
Para Assualt	Comm	Spec	Ams
Peter Shilton	Comm	Spec	Ams
Powerboat Simulator	Comm	Spec	Ams
Pro Mounatain Bike Simulator	Comm	Spec	Ams
Pro Skateboard	Comm	Spec	Ams
Pro Ski Simulator	Comm	Spec	Ams
Pro Snooker	Comm	Spec	Ams
Protector	Comm	Spec	Ams
Rally	Comm	Spec	Ams
Rambo	Comm	Spec	Ams
Rampage	Comm	Spec	Ams
Rescue on Fractulars	Comm	Spec	Ams
Road Runner	Comm	Spec	Ams
Rolling Thunder	Comm	Spec	Ams
Sas Combat	Comm	Spec	Ams
Short Circuit	Comm	Spec	
Software House	Comm	Spec	Ams
Solomons Key	Comm	Spec	Ams
Spin Dizzy	Comm	Spec	Ams
Spitfire 40	Comm	Spec	Ams
Spy Hunter	Comm	Spec	Ams
Street Cred Boxing	Comm	Spec	Ams
Street Cred Football	Comm	Spec	Ams
Subway Vigilante	Comm	Spec	Ams
Summer Games	Comm	Spec	Ams
Super Cycle	Comm	Spec	Ams
Syntax	Comm	Spec	Ams
System 8	Comm	Spec	Ams
Task Force	Comm	Spec	Ams
Tenth Frame	Comm	Spec	Ams
Terramex	Comm	Spec	Ams
Tetris	Comm	Spec	Ams
Theatre Europe	Comm	Spec	Ams
Thundercats	Comm	Spec	Ams
Top Gun	Comm	Spec	Ams
Trator	Comm	Spec	Ams
Turf Form	Comm	Spec	Ams
Uridum	Comm	Spec	Ams
Vixen	Comm	Spec	Ams
War Machine	Comm	Spec	Ams
Way of the Tiger	Comm	Spec	Ams
Wizball	Comm	Spec	Ams
Wolf Pack	Comm	Spec	Ams
World Games	Comm	Spec	Ams
Yia Ar King FU	Comm	Spec	Ams
Zybex	Comm	Spec	

PLEASE STATE MAKE OF COMPUTER

NEWS FLASH THE CD GAMES PACK By Codemaster 30 GAMES + SOFTWARE + CABLE ONLY £19.95 For Commodore 64 - Amstrad CPC - Spectrum



Into the new decade we go with loads of hints and tips on all systems. If you've got anything in the way of playing tips, maps, POKEs or whatever, send them off to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget that there's a big prize of £100 worth of software for the sender of the month's best tips. So write in - you never know, your tips could earn yourself a



massive bag of brilliant new games. This month Steven Haw of Warley wins all that lovely software...

AMIGA

BEACH VOLLEY

This is one hell of a tough game, but Neil Wassell of Peacehaven in East Sussex has a useful tip to help those who are having trouble getting to later levels. Just type in DADDY BRACEY while you're playing and then you can press F1 to skip the level.

MEGA-DRIVE

LAST BATTLE

Here's a useful tip for Last Battle owners from the Sega Mega Man and the Konami Kid. For a sort of level skip function, when you've finished a game, press the A, B and C buttons down together along with the start button. You're presented with a screen that lets you alter the order of the levels.

SUPER HANG-ON

Another great tip from the Sega Mega Man and the Konami Kid, this time for this superb motorcycle racing game. On the title screen hold down the A, B and C buttons together and press start and you're presented with a screen which lets you select the difficulty, time and sound test. Great, eh? By the way, we'll be reviewing this game next month - watch out for it!

GENERAL

HARD DRIVIN'

I don't know what format this tip works on, 'cos sender Paul Ramsell from Kirkby in Ashfield didn't say, but try it out on your machine because it's quite neat. When the program loads, select manual shift with no clutch and start the game. As you move off up the hill get into 4th gear as quickly as possible (using 1-4 on the keyboard) and stay in the right hand lane. When you reach the top of the first hill your car should leave the road for a second, and when this happens the speedo goes to 140 mph. Before you land, press the N key to put the car in neutral. You will now be able to complete the course without skidding or having to brake. Also if you run out of time you keep going at the same speed, even though the engine sound drops to tick-over.

Selecting neutral at any stage of the game stops you from skidding and you maintain your speed regardless of the amount of time remaining.

The above tip, apparently, works on the Speed Course, but can also be utilised on the Stunt Course. The only thing you have to remember there is to select 1st gear just before you go round the loop, and as you leave the loop accelerate and select neutral. Weird...

NEW ZEALAND STORY

G Ingham of Wootton Wawer (I think that's the name of the place, but I can't really tell 'cos the writing's all dodgy) has a tip for those who are having trouble getting past the giant octopus at the end of level 2.4. Stand at the entrance of the room in which it's located and fire to the right a few times. A warp appears which takes you to the beginning of level 3.1, missing the dreaded octopus entirely!

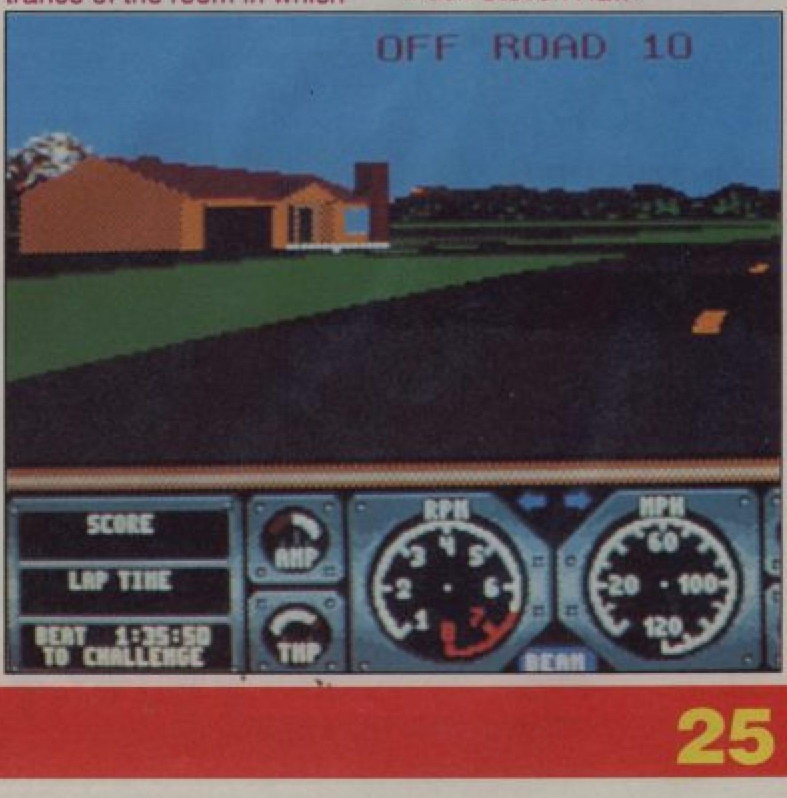
SPECTRUM

ALTERED BEAST

If you fancy loading any level, and even the end-of-game message, just do what Steve Haw from Warley in the West Midlands does - press the whole keyboard while you're playing!

FORGOTTEN WORLDS

Here's a POKE for Multiface owners who really want to indulge in extreme laziness and make this game so easy you don't actually need to play it. Load the game, press the red button and type POKE 30271,0. It gets rid of all the enemy sprites and has an interesting effect in two-player mode. Thankyouverymuch Steven Haw.



GAME TIPS

NINJA COMMANDO

Another Steven Haw Multiface tip, this one slightly more useful than the Forgotten Worlds one - it gives you 255 ninja commandos. So, just load the game, press the red button on the Multiface and POKE 29076,255 for a immense supply of kung-fu mateys.

STAR FARCE

Easy, this cheat. Just define the keys as T, R, O, N, I and C and infinite lives are yours to have and to waste for the rest of eternity, if you so wish. Cheers to Steven Haw from Warley.

COBRA FORCE

Another simple-to-enter tip, again from that fab Spectrum tipster, Steven Haw. All you've got to do is define the keys as S, I, M, O and N and you're awarded with unlimited lives.

TURBO BOAT SIMULATOR

If you're a player of this "simulator" in the broadest sense of the word, you might like to know that if you pause the game and then press T you progress to the next level. That's yet another tip from Steven Haw.

PETER PACK-RAT

When you're asked if you want to scroll the screen, type C, R, E, A, T, U, R, E and when you die you'll be able to start the game from where you left off. Thanks again to Steven Haw. Are there any other Spectrum gamers out there?

NINJA MASSACRE

Steven Haw has all the passwords for this novel-named ninja game:

LEVEL 5
SNOW
LEVEL 10
EASY
LEVEL 15
RACK
LEVEL 20
BLUE
LEVEL 25
STAG
LEVEL 30
HULL
LEVEL 35
BEER
LEVEL 40
BARD

NEW ZEALAND STORY

I'm sure you already know that if you type FLUFFY on the title screen you get infinite lives, so I won't bother to tell you that. But what I will tell you is that typing PHILLIP on the title screen gives Tiki the Kiwi mega firepower. And typing the same thing while you're playing the game lets you skip to the next level. Very useful indeed, so three cheers to Steven Haw of Warley for that.

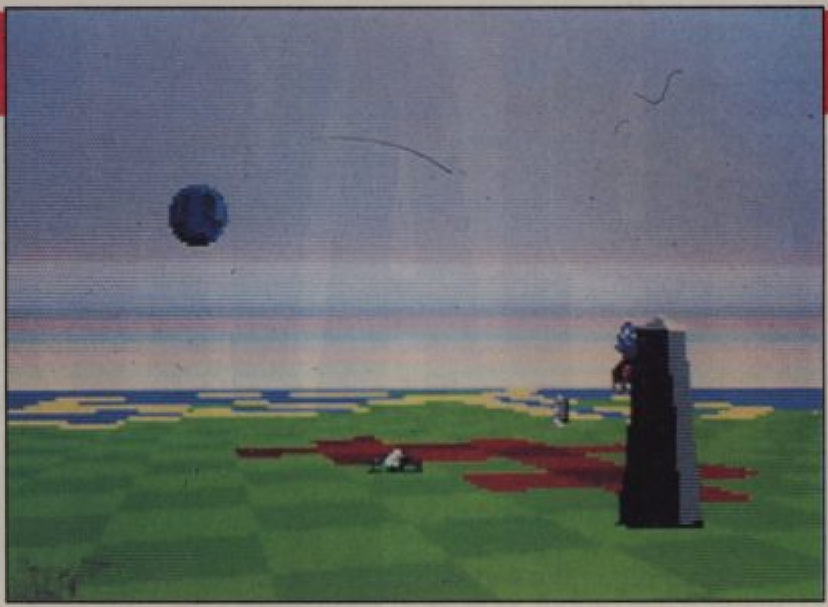
FIGHTING SOCCER

Another one of those tips where the sender - Scott Brown of Hodderston, Herts in this case - has forgotten to state which format it's actually for. Please remember to say what machine your tips are for, because if you don't and you win the £100 worth of software, I won't know what games to send... Still, here's the cheat - see if you can get it to work on your machine. Always shoot straight from the penalty spot, because the keeper always dives to save the ball, allowing the ball to go straight in.

ST

SILKWORM

Players of this great shoot 'em up will no doubt improve their highscores



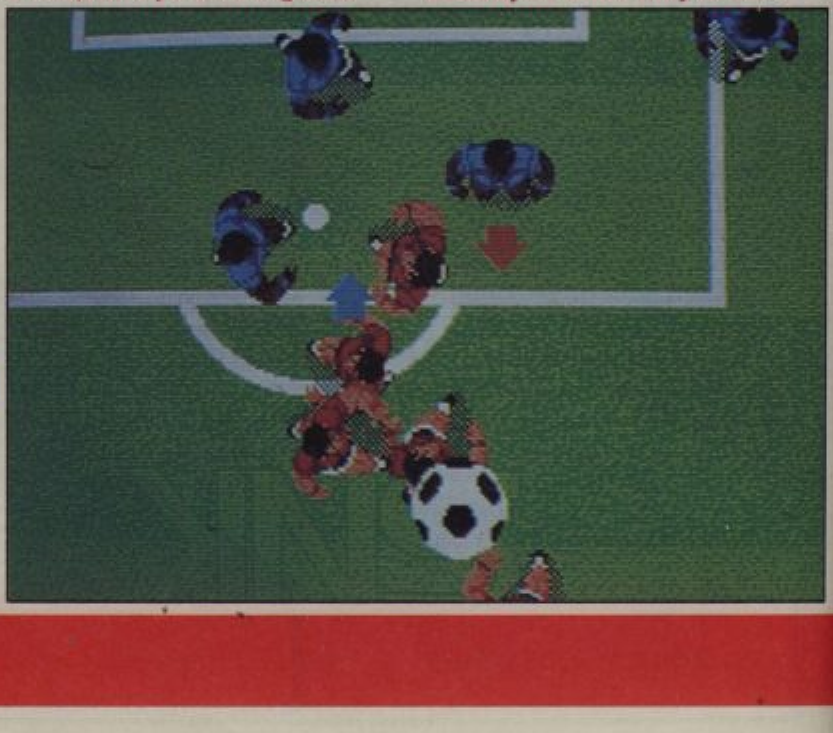
after reading the following tips from Oliver Davies of Halesowen in the West Midlands.

- Never collect the point bonus tokens left by the geese until the very last moment as they serve as useful five-second shields. Also, activate smart bombs at the last possible moment as doing this kills more aliens.
- Each power-up token results in a stripe being added to your status area below your score, and they add up to give the following bonuses:
  FIVE POWER-UPS
  Stripes form a flag icon.
  TEN POWER-UPS
  Second flag item appears.
  FIFTEEN POWER-UPS
  Small bird appears. You keep rapid fire when you die.
  TWENTY POWER-UPS
  Golden Eagle. You keep all your weapons when you die - a very useful feature.
- Keep an eye on the goose counter. Never shoot aliens if you're near the end of a level and the counter is low because this causes a goose AND the end of level guardian to appear.
- For double the weapons bonus, shoot the goose before it assembles with the grey bit - then it is most vulnerable.
- When the black deathstars appear, don't shoot them at once, because after a few seconds they drop a shield token.

ARCHIPELAGOS

Another mini player's guide from Owen Davies of the West Midlands, this time for Logotron's weird and wonderful Archipelagos.

- Firstly learn to find your way around, as knowing where the Island stones and the Obelisk are is a great help to finishing the level.
- Island stones can only be destroyed when they're con-



OKAY TENNIS ACE

NOW'S YOUR CHANCE TO COMPETE WITH THE BEST.

(IBM OUT NOW! TILT MAGAZINE: 19/20)

Pro Tennis Tour - The Ultimate Tennis Simulation ranks you 64th amongst the best tennis players in the world. Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open. Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.

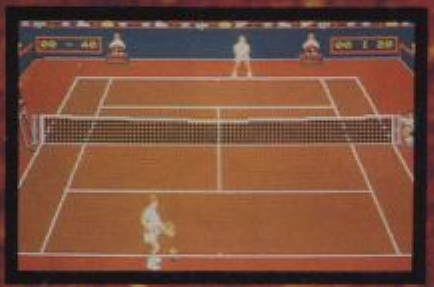


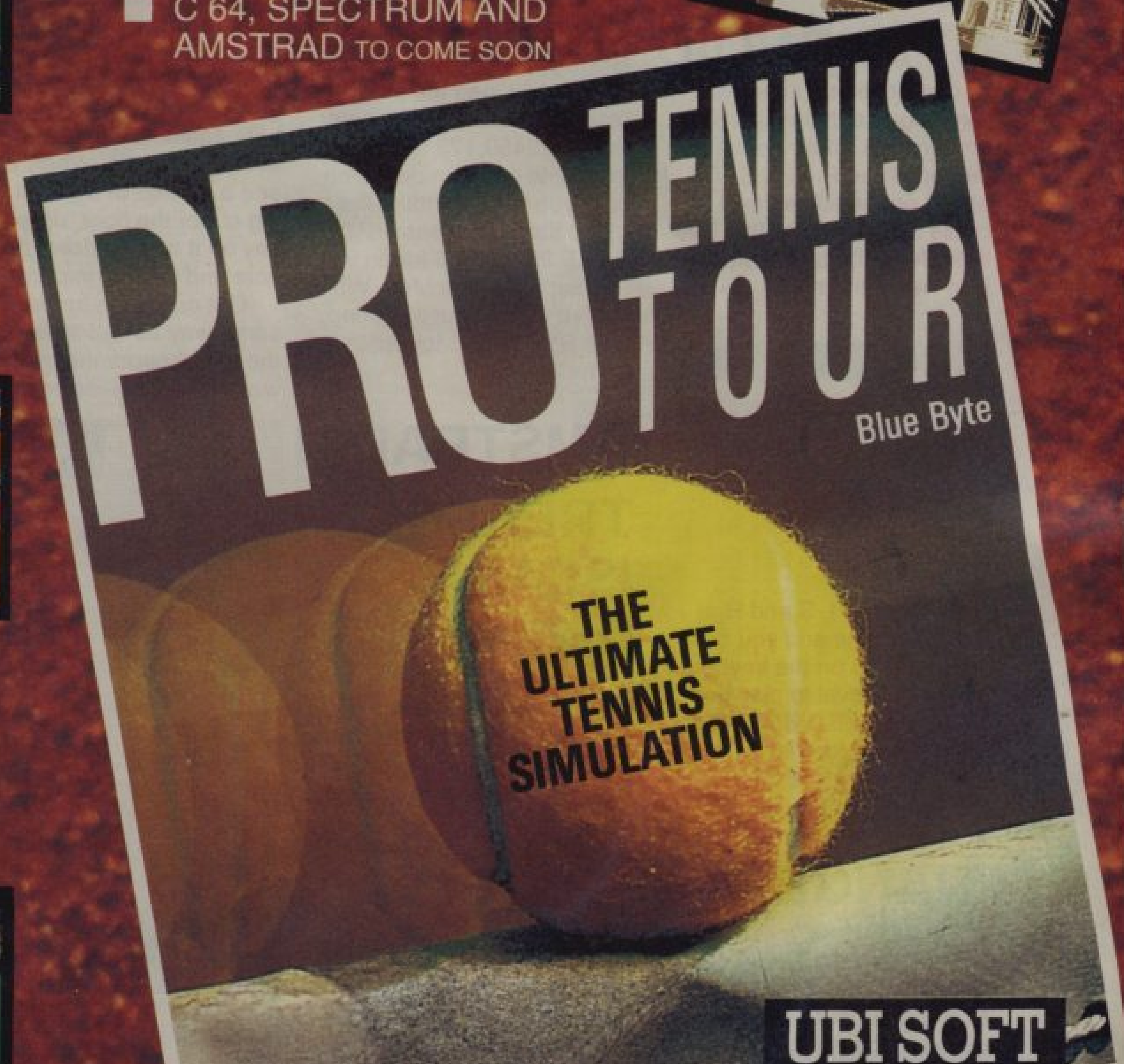


- IBM
- AMIGA
- ATARI ST
- C 64, SPECTRUM AND AMSTRAD TO COME SOON



Warm up on one of six practice programs containing three levels of increasing difficulty. **Put away shots** like a Pro ! **Master** back-hand volleys, passing shots, and other winning tennis strokes.





Rush the net with confidence, knowing you can strategically place your next return. **Feel the excitement** build as you challenge your next opponent and **make your way to the top !**



UBI SOFT
1, voie Félix Eboué
94021 CRETEIL CEDEX
Tél. 33 1 48 98 99 00

UBI SOFT

Entertainment Software

nected by land to the Obelisk. You've got to use the map to determine this, connections are only valid if the land cells are adjacent (not diagonal). And Sand connections don't count, either.

- Collect as many energy pods as possible.
- To conserve energy, build connections between islands at the point where they're the closest.

EXOLON

This is an old one, but some might have missed it. Just type AD ASTRA instead of your name (or whatever) on the highscore table and you'll be granted with unlimited lives. Cheers to Paal Rydningen of Norway for revitalising that mini-hint.

CYBERNOID

Another oldie tip from Paal Rydningen of Norway, this time for this rather neat shoot 'em up. Type R, A, I, S, T, L, I and N on the title screen and press space for 999,999,999 lives. Now the big challenge is to waste them all...

C64

INDY II: ACTION GAME

Hold down F, I, S and H at the same time and you can then use 1-5 on the keyboard to select a level to play on. Cheers to Neil O'Brin of Feltham, Middx for that.

RICK DANGEROUS

Neil O'Brin has been POKEing around, and has some useful machine-code changing chuckles for this superlative platform game. Just load the game, reset your machine and type POKE 27931,173 for unlimited lives, POKE 11193,173 for unlimited dynamite and POKE 10886,173 for unlimited bullets. When you've entered all of those, type SYS 2057 to restart the game. If you can't complete it now, you're a complete and utter wet nellie.

BLASTEROIDS

Another POKE from Neil O'Brin, this times for Imageworks' rock bustin' game. Load the program, reset the machine and type POKE 11571,173 for an infinite supply of space ships. Restart the game with SYS 25856.

PACMANIA

The last C64 POKE this month, again from megahacker Neil O'Brin, is for Grandslam's dot-gobblin' game. Just load the program, reset the machine and enter POKE 22459,173 to disable the sprite collision detection, or, if you want to make the game just a little easier, POKE 28520,165 for an infinite supply of PacMen. When you've made your selection, type SYS 14336 to restart the game.

AMSTRAD

TREASURE ISLAND DIZZY

If any of you Dizzy players are having problems, check out this complete solution from Tony Silvre of Clacton-On-Sea, Essex and all your problems should be solved. And best of all, it works on all formats of the game.

First of all, get the empty chest and climb up the rock. Drop the chest next to the rock, go right and push the rock. Get the snorkel, video camera and the sword and go back to the beach. Drop all the stuff you've collected except the snorkel and go into the water. Get the spade and come out of the water again, and go back into the water so that the spade will be dropped first.

See the dancing rock? Well, put the spade on top of it and go out of the water and fetch the video camera and sword. Go back to where the dancing rock should be and walk onto one of the bubbles. The bubble takes you up the cliff. Walk off the bubble and jump up the cliff. Go to the storekeeper give him the video camera and put the boat which he gives you on the end of the pier.

Go left and put the sword on the grave and fall down the hole. Go left, and get the dynamite. Jump down the place where the crab is. Get on the bubble and go back to the grave. Put the dynamite down on the grass and go back to the pier and get the golden key. Go back to the gravestone, fall down the hole again. Go right and jump over the barrels. When you see a little bit of a barrel sticking out of the floor, drop the key on it and go down the hole and get the microwave.

Get out of the tunnel the same way as last time. Give the storekeeper the microwave and he gives you a motor, so drop that off the edge of the pier. Go left and get the axe and holy bible and go down the water back to the bridge. Put the axe on the middle of the bridge and fall down. Go left and jump up the platforms so you will come out of a grave. Rearrange your bits (that's what he says - JR) and go down the bridge and get the cursed treasure. Don't drop the holy bible until you get back to the storekeeper. Give the storekeeper the treasure and take the fuel (which he gives you) and drop it off the pier. Get the dynamite and go back to the beach and get the infra red detonator. Go left until you get to the last scene. On the first rock drop the detonator and jump over the rock and go to the rocks which are blocking you from the gold. Put the dynamite there and go and press "enter" when you are standing on the detonator. Get the gold and go back to the storekeeper. Give him the gold and then take the key (which he gives you) and drop it off the pier. Quickly jump on the boat and keep walking on the boat. Jump onto the harbour and read the message. Hey presto! The game's complete!!

Now find the gold coins.



SOFTWARE CITY

CALL US ON:
0785 41899
0922 24821
0902 25304
ACCESS
VISA

We welcome customers at

SOFTWARE CITY
1 GOODALL STREET
WALSALL
Tel. 0922 24821

SOFTWARE CITY
59 FOREGATE STREET
STAFFORD
Tel. 0785 41899

SOFTWARE CITY
3 LICHFIELD PASSAGE
WOLVERHAMPTON
Tel. 0902 25304

AMSTRAD CASSETTE

2-PLAYER SUPER LEAGUE	2.99
180	2.99
720	2.99
1942	2.99
ACADEMY	2.99
ACE 1 OR 2	2.99
AIRWOLF 1 OR 2	2.99
ALTERNATIVE WORLD GAMES	1.99
AMERICAN FOOTBALL	2.99
ARCADE FLIGHT SIM	2.99
ARTURA	1.99
ARMY MOVES	2.99
AUF WIEDERSEHEN MONTY	1.99
BARBARIAN	2.99
BARRY McGUIGAN'S BOXING	2.99
BATMAN	2.99
BLOCK BUSTERS	2.99
BOMBJACK 1 OR 2	1.99
BRUCE LEE	1.99
CAULDRON 1 OR 2	1.99
CHOLO	0.99
COMMANDO	2.99
CRAZY CARS	2.99
CRICKET CAPTAIN	2.99
CYBERNOID	2.99
DALEY THOMPSON'S DEACATHLON	2.99
DEACTIVATORS	0.50
DEEP STRIKE	1.99
DIZZY 1 OR TREASURE ISLAND DIZZY	2.99
ENDURO RACER	2.99
EUROPEAN 2 FOOTBALL	1.99
FIFTH AXIS	1.99
FLIGHT SIMULATOR	1.99
FLINTSTONES	2.99
FOOTBALL MANAGER	2.99
FOOTBALLER OF THE YEAR	2.99
FRANK BRUNO'S BOXING	1.99
FRANKENSTEIN JNR	2.99
FREDDY HARDEST	2.99
FRUIT MACHINE	2.99
GARY LINEKERS SUPERSTAR SOCCER	2.99
GRAHAM GOOCH	1.99
GRAND PRIX SIM 1 OR 2	2.99
GAUNTLET 1 OR 2	2.99
GHOSTBUSTERS	1.99
GHOSTS AND GOBLINS	2.99
GREAT ESCAPE	2.99
GREEN BERET	2.99
GREG LOSES HIS CLOCK	2.99
GRID IRON 2	2.99
HIVE	0.50
INDOOR SOCCER	1.99
JACK THE NIPPER	2.99
JET SKI SIM	2.99
JOE BLADE 1 OR 2	1.99
KINETIK	0.50
KIKSTART 2	1.99
KONAMI PING PONG	2.99
LEADERBOARD	2.99
LEADERBOARD ADD ON	2.99
LEAGUE CHALLENGE	2.99
LEE ENFIELD-AMAZON	1.99
LEE ENFIELD-TOURNAMENT	1.99
MANIC MINER	2.99
MASTERS OF THE UNIVERSE	2.99
MATCH POINT	2.99
MEGA APOCALYPSE	1.99
MONTE CARLO CASINO	2.99
MOTO CROSS SIM	2.99
MYSTERY OF THE NILE	0.50
NETHERWORLD	1.99
NIGEL MANSELL	2.99
NORTH STAR	2.99
ON THE BENCH	2.99
PAPERBOY	2.99
PEPSI MAD MIX	1.99
PETER SHILTON'S HANDBALL	2.99
PINBALL SIM	2.99
PINK PANTHER	2.99
POSTMAN PAT	1.99
POWERPLAY	1.99
PREMIER 2 FOOTBALL	1.99
PRO SNOOKER	2.99
PUB TRIVIA	2.99
RAMBO	2.99
RAMPAGE	2.99
RASPUTIN	0.50
REX	2.99
ROLLING THUNDER	2.99
RUGBY BOSS	1.99
RUGBY SIM	2.99
RYGAR	2.99
SABOTEUR 2	1.99
SAM FOX	1.99
SHACKLED	1.99
SCOOBY DOO	1.99
SHORT CIRCUIT	2.99
SIGMA 7	1.99
SKATE CRAZY	1.99
SLAINE	1.99
SOCCER BOSS	1.99
SORCEROR LORD	2.99
SPACED OUT REALM DISC ONLY	2.99
SPOOKED	2.99
SPORT OF KINGS	2.99
SPY HUNTER	2.99
SPY V SPY	2.99
STREET FIGHTER	2.99
SUMMER GAMES	2.99
SUPER CYCLE	2.99
SUPER NUDGE 2000	1.99
SUPERSPRINT	1.99
SUPERSTAR SOCCER	2.99
TITANIC	2.99
THEATRE EUROPE	2.99
THUNDERCATS	2.99
TOP GUN	2.99
TURBO ESPRIT	1.99
TURF FORM	2.99
TWIN TURBO V8	2.99
U.S. BASKETMASTER	2.99
VENOM STRIKES BACK	1.99
VIXEN	2.99
VULCAN	3.99
WAR MACHINE	2.99
WIZARD WARZ	2.99
WIZARD WILLY	2.99
WIZBALL	2.99
WORLD CLASS LEADERBOARD	2.99
WORLD GAMES	2.99
YIE AR KUNG FU	2.99
YOGI BEAR	1.99

SIXTEEN BIT SELLERS

	ST	AG
A.P.B.	13.99	13.99
ALTERED BEAST	13.99	16.99
ARCHON COLLECTION	N/A	6.99
ASTAROTH ANGEL OF DEATH	16.99	N/A
BALANCE OF POWER 1990	16.99	16.99
BARBARIAN (PALACE)	6.99	6.99
BARBARIAN 2 (PALACE)	16.99	16.99
BANGKOK KNIGHTS	13.99	16.99
BATMAN THE MOVIE	13.99	16.99
BATTLE CHESS	16.99	16.99
BATTLE OF AUSTERLITZ	16.99	16.99
BEACH VOLLEY	13.99	16.99
BIONIC COMMANDO	6.99	6.99
BLADE WARRIOR	16.99	16.99
BLOOD MONEY	16.99	16.99
BLOODWYCH	16.99	16.99
BLOODWYCH DATA DISC	9.99	9.99
BOMBER	19.99	19.99
CABAL	13.99	16.99
CAPTAIN BLOOD	N/A	9.99
CARRIER COMMAND	16.99	16.99
CENTREFOLD SQUARES	13.99	13.99
CHASE H.Q.	13.99	16.99
CHAOS STRIKES BACK	13.99	N/A
CHESS PLAYER 2150	16.99	16.99
COMMANDO	13.99	13.99
CONFLICTS EUROPE	16.99	16.99
CONTINENTAL CIRCUS	13.99	13.99
COSMIC PIRATE	6.99	N/A
CRAZY CARS 2	13.99	16.99
DAILY DOUBLE HORSE RACING	13.99	13.99
DAMOCLES	16.99	16.99
DANGER FREAK	N/A	9.99
DAYS OF THE PHAROAH	16.99	16.99
DEMONS WINTER	16.99	16.99
DOGS OF WAR	13.99	13.99
DOUBLE DRAGON 2	13.99	13.99
DUNGEON MASTER	16.99	16.99
DUNGEON MASTER EDITOR	6.99	6.99
DYNAMITE DUX	16.99	16.99
ELITE	16.99	16.99
F16 COMBAT PILOT	16.99	16.99
F-29 RETALIATOR	19.99	19.99
FAERY TALE	N/A	13.99
FALCON MISSION DISK	13.99	13.99
FAST LANE	13.99	13.99
FEDERATION OF FREE TRADERS	19.99	19.99
FERRARI FORMULA	16.99	16.99
FIENDISH FREDDIE'S BIG TOP OF FUN	16.99	16.99
FIGHTING SOCCER	16.99	16.99
FIRE BRIGADE (1 MEG AMIGA)	N/A	19.99
FOUNDATION WASTE	6.99	6.99
FOOTBALL DIRECTOR 2	13.99	13.99
FOOTBALLER OF THE YEAR 2	13.99	13.99
FOOTBALL MANAGER 2	13.99	13.99
FOOTBALL MANAGER 2 EXPANSION KIT	8.99	8.99
FORGOTTEN WORLDS	13.99	13.99
FUTURE WARS	16.99	16.99
GHOSTBUSTERS 2	16.99	16.99
GHOULS AND GHOSTS	16.99	16.99
GOLDRUNNER	4.99	N/A
GOLDRUNNER 2	6.99	N/A
GRID IRON	16.99	16.99
GUNSHIP	16.99	16.99
HARD DRIVIN	13.99	16.99
HILLSFAR	16.99	16.99
HOLLYWOOD POKER PRO	13.99	13.99
HONDA RVF 750	16.99	16.99
INDIANA JONES LAST CRUSADE	13.99	13.99
INDIANA JONES THE ADVENTURE	13.99	N/A
IT CAME FROM THE DESERT (1 MEG ONLY)	N/A	19.99
INFESTATION	16.99	16.99
IVANHOE	13.99	16.99
KEEF THE THIEF	N/A	16.99
KENNEDY APPROACH	16.99	16.99
KENNY DALGLISH	13.99	13.99
KICK OFF	13.99	13.99
KICK OFF EXTRA TIME	6.99	6.99
KNIGHTFORCE	16.99	16.99
LAST NINJA 2	16.99	16.99
LAZER SQUAD	13.99	13.99
L.E.D. STORM	N/A	6.99
LEADERBOARD COLLECTION	13.99	16.99
LEISURESUIT LARRY	13.99	13.99
LEISURESUIT LARRY LOOK FOR LOVE	19.99	N/A
LICENCE TO KILL	13.99	13.99
LIVERPOOL	N/A	13.99
LOMBARD R.A.C. RALLY	16.99	16.99
LORDS OF THE RISING SUN	N/A	19.99
MARBLE MADNESS	6.99	6.99
MICROPROSE SOCCER	16.99	16.99
MILLENIUM 2.2	16.99	16.99
MOONWALKER	16.99	16.99
NEW ZEALAND STORY	13.99	16.99
NORTH AND SOUTH	16.99	16.99
OIL EMPORIUM	13.99	16.99
OMEGA	19.99	19.99
ONSLAUGHT	16.99	16.99
OPERATION THUNDERBOLT	13.99	16.99
OUTRUN	6.99	6.99
PAPERBOY	13.99	13.99
PASSING SHOT	16.99	16.99
PAUL GASGOINE SUPER SOCCER	16.99	16.99
PHOBIA	N/A	9.99
POPULOUS	16.99	16.99
POPULOUS NEW WORLDS	6.99	6.99
POWERDRIFT	16.99	16.99
PRO TENNIS	16.99	16.99
QUARTERBACK	13.99	13.99
QUARTZ	13.99	13.99
RAMBO 3	9.99	N/A
REALM OF THE TROLLS	9.99	9.99
RED LIGHTNING	19.99	19.99
RED STROM RISING	16.99	16.99
RICK DANGEROUS	16.99	16.99
ROADWARS	6.99	6.99
ROBOCOP	13.99	16.99
ROCKET RANGER	16.99	19.99
RUNNING MAN	16.99	16.99
SHADOW OF THE BEAST	N/A	24.99
SHINOBI	13.99	13.99
SHOOT 'EM UP CONSTRUCTION KIT	N/A	19.99
SHUFFLEPACK CAFE	13.99	13.99
SPACE ACE	29.99	29.99
SPACE QUEST 3	N/A	16.99
STARGLIDER 2	16.99	16.99
STARWARS TRILOGY	16.99	16.99
STRIDER	13.99	13.99
STRYX	13.99	13.99
STUNT CAR	16.99	16.99
SUPER LEAGUE SOCCER	16.99	16.99
SUPER WONDER BOY	16.99	16.99
SWORD OF SODAN	N/A	16.99
SWORDS OF TWILIGHT	N/A	16.99
T.V. SPORTS FOOTBALL	16.99	19.99
TEST DRIVE 2	N/A	16.99
TIMES OF LORE	16.99	16.99
TOOBIN	16.99	16.99
TRACKSUIT MANAGER	13.99	13.99
TURBO OUTRUN	13.99	16.99
U.M.S.	16.99	16.99
UNTOUCHABLES	13.99	16.99
VIGILANTE	9.99	9.99
VULCAN	13.99	13.99
WAR IN MIDDLE EARTH	13.99	13.99
WAYNE BRETZKY HOCKEY	N/A	16.99
WATERLOO	N/A	16.99
WEIRD DREAMS	16.99	16.99
WORLD CLASS LEADERBOARD	6.99	6.99
XENON 2 MEGABLAST	16.99	16.99
XENOPHOBE	16.99	16.99

SPECTRUM CASSETTES

2-PLAYER SUPER LEAGUE	2.99
720	2.99
1942	2.99
ACADEMY	2.99
ACE 1 OR 2	2.99
ACTION FORCE	2.99
ADVANCED SOCCER SIM	2.99
AIRWOLF 1 OR 2	1.99
ALIEN SYNDROME	2.99
AMERICAN FOOTBALL	2.99
ARCHON COLLECTION	2.99
BAK TO SKOOL	1.99
BARBARIAN	2.99
BARD'S TALE	2.99
BARRY McGUIGAN'S BOXING	2.99
BATMAN	2.99
BOMBJACK 1 OR 2	1.99
BOULDERDASH	2.99
BRITISH SUPER LEAGUE	2.99
BRUCE LEE	1.99
CAULDRON 1 OR 2	1.99
CHUCKIE EGG 1 OR 2	3.99
COBRA	2.99
COMMANDO	2.99
CONTACT SAM CRUISE	2.99
CRAZY CARS	2.99
CRICKET CAPTAIN	1.99
CRICKET ITN	1.99
CUP FOOTBALL	2.99
CYBERNOID 1 or 2	2.99
D-DAY	2.99
DALEY THOMPSONS DECATHLON	2.99
DIZZY 1 OR TREASURE ISLAND DIZZY	2.99
THE DOUBLE	2.99
ENDURO RACER	2.99
EUROPEAN 2 FOOTBALL	2.99
F.A. CUP	1.99
FIRST PAST THE POST	1.99
FLINTSTONES	2.99
FOOTBALLER	2.99
FOOTBALL MANAGER	2.99
FOOTBALLER OF THE YEAR	2.99
FRANK BRUNO	1.99
FRANKENSTEIN JNR	2.99
FREDDY HARDEST	2.99
FRUIT MACHINE SIM	2.99
GARY LINEKERS SUPERSTAR SOCCER	2.99
GAUNTLET 1 OR 2	2.99
GRAHAM GOOCH	1.99
GHOSTS AND GOBLINS	2.99
GHOSTBUSTERS	1.99
GRAND NATIONAL	1.99
GREAT ESCAPE	2.99
GREEN BERET	2.99
GREG LOSES CLOCK	2.99
GRID IRON 2	2.99
HARDBALL	2.99
HEAVY ON THE MAGICK	1.99
HYPERSPORTS	2.99
INTERNATIONAL FOOTBALL	2.99
INTERNATIONAL MANAGER	2.99
JACK THE NIPPER	2.99
JET SET WILLY	1.99
JOE BLADE 1, 2 or 3	1.99
KGB SUPERSPY	2.99
KIKSTART 2	1.99
KNIGHTMARE	1.99
KONAMI PING PONG	2.99
KONAMI TENNIS	2.99
KOSMOS	1.99
LEADERBOARD	2.99
LEAGUE CHALLENGE	1.99
MANIC MINER	2.99
MIG 29	2.99
MOONCRESTA	1.99
MONTE CARLO CASINO	2.99
MONTY ON THE RUN	2.99
NIGEL MANSELL	2.99
NORTH STAR	2.99
OLLIE AND LISA 3	2.99
ON THE BENCH	2.99
OPERATION GUNSHIP	2.99
PAPERBOY	2.99
PINBALL SIM	2.99
POWERPLAY	1.99
POSTMAN PAT 1 or 2	1.99
PREDATOR	2.99
PREMIER 2 FOOTBALL	1.99
PRO GOLF 1 OR 2	1.99
PRO SNOOKER	2.99
PUB TRIVIA	2.99
PUNCH AND JUDY	2.99
RALLY CROSS SIM	2.99
RAMBO	2.99
RAMPAGE	2.99
RENEGADE	2.99
REX	2.99
ROLLING THUNDER	2.99
RUGBY BOSS	1.99
RUGBY SIM	2.99
SABOTEUR 1 OR 2	1.99
SCOOBY DOO	1.99
SHORT CIRCUIT	2.99
SKOOLDAZE	1.99
SOCCER 7	2.99
SOCCER BOSS	1.99
SOCCER Q	2.99
SOCCER STAR	2.99
SOLDIER OF LIGHT	2.99
SOOTY AND SWEEP	2.99
SPINDIZZY	2.99
SPOOKED	2.99
SPORT OF KINGS	2.99
SPY HUNTER	2.99
SPY V SPY	2.99
STREET FIGHTER	2.99
STRIKER	2.99
SUMMER GAMES	2.99
SUPER BIKE TRANS AM	2.99
SUPER CYCLE	2.99
SUPER NUDGE 2000	1.99
SUPERSTAR SOCCER	2.99
TARZAN	2.99
THEATRE EUROPE	2.99
THUNDERCATS	2.99
TOP GUN	2.99
TRAP DOOR 1 OR 2	1.99
TURBO ESPRIT	1.99
TURF FORM	2.99
URIDIUM	2.99
U.S. BASKETMASTER	2.99
WIZARD WILLY	2.99
WIZBALL	2.99
WORLD CLASS LEADERBOARD	2.99
WORLD GAMES	2.99
YIE AR KUNG FU	2.99
YOGI BEAR	1.99

COMMODORE CASSETTE

1942	2.99
720	2.99
ACE 1 OR 2	2.99
ACTION FORCE	2.99
ADVANCED BASKETBALL SIM	2.99
ADVANCED PINBALL	2.99
AMERICAN FOOTBALL	2.99
AIRWOLF 2	1.99
BARBARIAN	2.99
BARRY McGUIGANS BOXING	2.99
BARD'S TALE	2.99
BATTLESHIPS	1.99
BLASTEROIDS	2.99
BMX SIM 1 OR 2	2.99
BOMBJACK 1 OR 2	1.99
BRUCE LEE	1.99
COMMANDO	2.99
COSMIC CAUSEWAY	1.99
CRAZY CARS	2.99
CRICKET INTERNATIONAL	1.99
CYBERNOID 1 or 2	2.99
DALEY THOMPSON'S DECATHLON	2.99
DEACTIVATORS	0.99
DIE ALIEN SLIME	2.99
DIZZY 1 OR TREASURE ISLAND DIZZY	2.99
THE DOUBLE	2.99
ENDORO RACER	2.99
EUROPEAN 2	1.99
FIRST PAST THE POST	2.99
FIST 2	2.99
FLINTSTONES	2.99
FOOTBALL MANAGER	2.99
FOOTBALLER OF THE YEAR	2.99
FRANK BRUNO	1.99
FRANKENSTEIN	1.99
FRANKENSTEIN JNR	2.99
FREDDY HARDEST	2.99
FRUIT MACHINE SIM	2.99
GARY LINEKERS SUPERSTAR SOCCER	2.99
GAUNTLET 1 OR 2	2.99
GRAHAM GOOCH	1.99
GHOSTBUSTERS	1.99
GHOSTS AND GOBLINS	2.99
GREAT ESCAPE	2.99
GREEN BERET	2.99
GRID IRON 2	2.99
GUNFIGHTER	1.99
HARDBALL	2.99
HEAVY METAL PARADROID	2.99
HELLFIRE ATTACK	2.99
HOLLYWOOD POKER	1.99
HYPERSPORTS	2.99
INTERNATIONAL MANAGER	2.99
INTERNATIONAL RUGBY SIM	2.99
JACK THE NIPPER 1 OR 2	2.99
JOE BLADE 1 OR 2	1.99
KIKSTART 2	1.99
KONAMI PING PONG	2.99
KNIGHT GAMES	2.99
KNIGHTMARE	1.99
LEADERBOARD	2.99
LEAGUE CHALLENGE	2.99
MATCH POINT	2.99
MIG 29 SOVIET FIGHTER	2.99
MONTY ON THE RUN	2.99
MOTO CROSS SIM	2.99
NEBULUS	2.99
ON THE BENCH	1.99
PAPERBOY	2.99
PASSING SHOT	3.99
PETER SHILTON	2.99
PHOBIA	2.99
PITSTOP 2	2.99
POSTMAN PAT	1.99
POWERPLAY	1.99
PREDATOR	1.99
PREMIER 2 FOOTBALL	1.99
PRO SNOOKER	2.99
PRO TENNIS SIM	2.99
PUNCH AND JUDY	2.99
RALLY CROSS SIM	2.99
RAMBO	2.99
RAMPAGE	2.99
RENEGADE	2.99
RETURN OF THE JEDI	2.99
ROLLING THUNDER	2.99
RYGAR	2.99
SABOTEUR 1 OR 2	1.99
SAM FOX	1.99
SCOOBY DOO	1.99
SHOOT OUT	2.99
SHORT CIRCUIT	2.99
SKATE CRAZY	1.99
SKOOL DAZE	1.99
SOCCER BOSS	1.99
SOCCER Q	2.95
SPINDIZZY	2.99
SPITFIRE 40	2.99
SPOOKED	2.95
SPORT OF KINGS	2.99
SPYHUNTER	2.99
SPY V SPY	2.99
STAR WARS	2.99
STREET FIGHTER	2.99
SUMMER GAMES	2.99
SUPER CUP FOOTBALL	2.99
SUPERCYCLE	2.99
SUPER DRAGON SLAYER	2.99
SUPER NUDGE 2000	1.99
SUPERSTAR SOCCER	2.99
TASK FORCE	2.99
TETRIS	2.99
THEATRE EUROPE	2.99
THUNDERCATS	2.99
TOP GUN	2.99
TRAPDOOR 1 OR 2	1.90
TRIVIAL PURSUIT	4.99
TURF FORM	2.99
URIDIUM	2.99
WAR MACHINE	2.96
WEREWOLF OF LONDON	1.99
WHO DARES WINS 2	1.99
WIZARD WARZ	2.99
WIZBALL	2.99
WOLFMAN	2.99
WORLD CLASS LEADERBOARD	2.99
WORLD GAMES	2.99
WORLD SERIES BASEBALL	2.99
X-TERMINATOR	1.99
YIE AR KUNG FU	2.99
YOGI BEAR	1.99
ZAMZARA	2.90

EIGHT BIT FULL PRICE

	SP	CO	AMS
ALTERED BEAST	6.99	6.99	6.99
A.P.B.	6.99	6.99	6.99
BATMAN THE MOVIE	6.99	6.99	6.99
BOMBER	6.99	6.99	6.99
CABAL	6.99	6.99	6.99
CARRIER COMMAND	6.99	6.99	6.99
CHAMPIONSHIP GOLF	6.99	6.99	6.99
CHASE H.Q.	6.99	6.99	6.99
CONTINENTAL CIRCUS	6.99	6.99	6.99
CRAZY CARS 2	6.50	N/A	6.99
DRAGON NINJA	6.99	6.99	6.99
DRAGON SPIRIT	6.99	6.99	6.99
DYNAMITE DUX	6.99	6.99	6.99
EMLYN HUGHES SOCCER	6.99	6.99	6.99
FIGHTING SOCCER	6.99	6.99	6.99
FIRST STRIKE	N/A	6.99	N/A
FOOTBALL DIRECTOR	6.99	6.99	6.99
FOOTBALL MANAGER 2	6.99	6.99	6.99
FOOTBALL MANAGER 2 EXP KIT	5.99	5.99	5.99
FORGOTTEN WORLDS	6.50	6.99	6.99
FOUR SOCCER SIM	6.99	6.99	6.99
KENNY DALGLISH	6.50	6.99	6.99
GHOSTBUSTERS 2	7.50	7.50	7.50
GHOULS AND GHOSTS	6.99	6.99	6.99
HARD DRIVIN	6.99	6.99	6.99
INDIANA JONES LAST CRUSADE	6.50	6.99	6.99
KICK OFF	6.99	6.99	N/A
KNIGHT FORCE	6.50	N/A	6.99
LAZER SQUAD	6.99	6.99	6.99
LIVERPOOL	6.50	6.99	6.99
MICROPROSE SOCCER	6.99	9.99	9.99
MYTH	6.99	6.99	6.99
MOONWALKER	6.99	6.99	6.99
NEW ZEALAND STORY	6.99	6.99	6.99
OPERATION THUNDERBOLT	6.99	6.99	6.99
OPERATION WOLF	6.50	6.99	6.99
PAUL GASGOINE SUPER SOCCER	6.99	6.99	6.99
POWERDRIFT	6.99	6.99	6.99
ROBOCOP	6.99	6.99	6.99
RUNNING MAN	6.50	6.99	6.99
RED HEAT	6.50	6.99	6.99
RICK DANGEROUS	6.99	6.99	6.99
ROCK STAR	6.99	6.99	6.99
RUN THE GAUNTLET	6.99	6.99	6.99
SHINOBI	6.99	6.99	6.99
SPEEDBALL	N/A	6.50	N/A
STARGLIDER 2	9.99	N/A	N/A
STAR TREK	N/A	6.99	N/A
STARWARS TRILOGY	8.99	8.99	8.99
STRIDER	6.99	6.99	6.99
STUNT CAR	6.99	6.99	6.99
SUPERWONDERBOY	6.99	6.99	6.99
TIMES OF LORE	6.99	8.99	8.99
TOOBIN	6.99	6.99	6.99
TRACKSUIT MANAGER	6.99	6.99	6.99
TREBLE CHAMPIONS	6.99	6.99	6.99
TURBO OUTRUN	6.99	6.99	6.99
TUSKER	6.99	6.99	N/A
THE UNTOUCHABLES	6.99	6.99	6.99
VIGILANTE	6.50	6.99	6.99

EIGHT BIT COMPILATIONS

WINNERS
INDIANA JONES TEMPLE OF DOOM, BLASTEROIDS, LED STORM, THUNDERBLADE, IMP MISSION 2
SP CO AMS CASS £9.99

100% DYNAMITE
AFTERBURNER, LAST NINJA 2, WEC LE MANS, DOUBLE DRAGON
SP CO AMS CASS £9.99

SUMMER TIME SPECIAL
WORLD CLASS LEADERBOARD, RYGAR, TRANTOR, SOLOMONS KEY, BARVESTAR & CAPTAIN AMERICA
SP CO AMS CASS £5.50

COMMAND PERFORMANCE
MERCENARY, HARDBALL, 10TH FRAME, CHOLO, XENO, TRANTOR, BOBSLEIGH, LEVIATHAN, ARMAGEDDON MAN & SHACKLED
SP CO AMS CASS £5.50

TAITO COIN OPS
RASTAN, FLYING SHARK, ARKANOID I & 2, SLAPFIGHT, BUBBLE BOBBLE, RENEGADE & LEGEND OF KAGE
SP CO AMS CASS £8.99

KONAMI ARCADE COLLECTION
JAIL BREAK, GREEN BERET, YIE AR KUNG FU 1 & 2, PONG PONG, MIKIE, JACKAL, HYPERSPORTS, NEMESIS & SHAO-LIN ROAD
SP CO AMS CASS £6.99

SPECIAL ACTION
DRILLER, CAPTAIN BLOOD, THE VINDICATOR, DALEY THOMPSONS OLYMPIC CHALLENGE & S.D.I.
SP CO AMS CASS £8.99

WE ARE THE CAMPIONS
SUPERSPRINT, RENEGADE, RAMPAGE, I.K & BARBARIAN
SP CO AMS CASS £6.99

IN CROWD
KARNOV, GRYZOR, BARBARIAN, CRAZY CARS, PREDATOR, COMBAT SCHOOL, PLATOON & TARGET RENEGADE
SP CO AMS CASS £9.99

SUPREME CHALLENGE SOCCER SPECTACULAR
PERTER BEARDSLEY'S INT. FOOTBALL, SOCCER SUPREMO, FOOTBALL MANAGER, WORLD CHAMPIONS & PETER SHILTON'S HANDBALL MARADONA
SP CO AMS CASS £8.99

SUPREME CHALLENGE
ELITE, STARGLIDER, ACE 2, SENTINEL & TETRIS
SP AMS CASS £5.50

GAME SET AND MATCH 2
MATCH DAY 2, SUPERBOWL, WINTER OLYMPIAD, NICK FALDO, CHAMPIONSHIP SPRINT, TRACK AND FIELD, STEVE DAVIS SNOOKER & SUPER HANG ON
SP CO AMS CASS £8.99

SOCCER SQUAD
FOOTBALLER OF THE YEAR, GARY LINEKERS SUPERSTAR SOCCER, GARY LINNEKERS SUPERSKILLS & ROY OF THE ROVERS
SP CO AMS CASS £6.99

THE STORY SO FAR VOL 2
OVERLANDER, HOPPING MAD, SPACE HARRIER, BEYOND THE ICE PALACE & LIVE AND LET DIE
SP CO AMS CASS £8.99

THE STORY SO FAR VOL 4
GHOSTBUSTER, ALIENS, WONDERBOY, EIDOLON, BACK TO THE FUTURE & QUARTET
SP CO AMS CASS £8.99

SPACE ACE
XEVIOUS, TRANTOR, ZYNAPS, EXOLON, NORTHSTAR, CYBERNOID & VENOM STRIKES BACK
SP CO AMS CASS £5.50

FOUR TOP GAMES
NEMESIS THE WARLOCK, PULSATOR, CATCH 23 & SLAINE
SP DISC ONLY

COIN OP HITS
OUTRUN, ROAD BLASTERS, SPY HUNTER, THUNDERBLADE & BIONIC COMMANDO
SP CO AMS CASS £9.99

SIXTEEN BIT COMPILATIONS

LIGHT FORCE
R-TYPE, I.K. +, VOYAGER & BATMAN THE CAPED CRUSADER
ST 16.99 AG £16.99

THRILL TIME PLATINUM VOL 2
IKARI WARRIORS, BUGGY BOY, BOMBJACK, SPACE HARRIER, LIVE AND LET DIE, THUNDERCATS & BEYOND THE ICE PALACE
ST 16.99 AG £16.99

WINNERS
THUNDERBLADE, L.E.D. STORM, BLASTEROIDS, & IMP MISSION 2
ST 16.99 AG £16.99

THE STORY SO FAR VOL 1
IKARI WARRIORS, BUGGY BOY, BEYOND THE ICE PALACE & BATTLESHIPS
ST 13.99 AG £13.99

THE STORY SO FAR VOL 3
SPACE HARRIER, LIVE AND LET DIE, BOMBJACK & THUNDERCATS
ST 13.99 AG £13.99

PREMIERE COLLECTION
ZYNAPS, EXOLON, NEBULUS & NETHERWORLD
ST 19.99 AG £19.99

All orders sent first class within 24 hours of receipt, subject to availability. Make cheques/POs payable to Software City. Please add 50p for post and packaging on all orders under £5.00; overseas add £1.50 per item. Address to SOFTWARE CITY, 3 LICHFIELD PASSAGE, WOLVERHAMPTON WV1 1DZ. Produce this advert to receive the above discounts, 30% off RRP on any software not listed.

HIGH SCORES

Welcome to the Official UK Highscore Table, where Britain's best players get the chance to display their record scores. We have literally thousands of letters a month, and each is checked by our panel of experts as to whether it's genuine or not. One discrepancy this month is a claimed score of 341,247,670 by Adam Took of Leeds on Fantasy Zone. Days of play would be required to get that score - so if you write in and tell us exactly how long it took you, and how you actually achieved that score, Adam, it'll be included in the table. If you don't... no chance. If you've got a highscore, send it in to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. It certainly helps us if you include details of how long you actually played for, and what level you got up to - if your scores are considered genuine, they'll be included into the table, and be prepared for instant fame and fortune.

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALTERED BEAST
508,200 Alan Peplow, Hednesford, Staffs
ASTRO WARRIOR
1,270,200 Daniel Greetham, Tamworth, Staffs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
938,800 Tony Holdford, Colchester
BLACK BELT
4,293,156 Harry Webb, Glasgow
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 30,650 Gareth Wills, Bristol
FOOTBAG: 119,270 Jonathan Goodell, Chepstow, Gwent
SURFING: 9.0 Daniel Stone, Gravesend, Kent
SKATING: 4160 Alan McPherson, Giffnock, Glasgow
BMX: 115,200 Steven Rowland, Brighton
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
619,460 Andrew Jackson, Jarrow, Tyne & Wear
FANTASY ZONE
72,865,100 Peter Ramdine, Stafford
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
528,150 Conrad Hadnett, Havant, Hants
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
1,388,500 James Denham, London
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT GOLF
71 Scott Reynolds, Hemel Hempstead, Herts
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
11,773,030 Sean Hanna, Newry, Co Down
OUT RUN
53,730,420 Allan Black, Desborough, N Hants
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
553,800 Lee McNaughton, Cheshunt, Herts
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
86,050 Neil Kelly, Isleworth, Middlesex
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,330,400 Ben Addison, St Austell
RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales
R-TYPE
4,308,500 John Bristow, Erith, Kent
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
17,214,740 Matthew Horne, London
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
350,100 Wai-Yin Man, Brighton, E Sussex
WORLD SOCCER
27-0 Matthew James, Nr Weston, Avon
ZILLION II
984,200 Conrad Hadnett, Havant, Hants

MEGADRIVE

ALTERED BEAST
2,209,900 Joel Cullen, Hants
GHOULS AND GHOSTS
170,600 James Adams, Cornwall
RAMBO III
555,800 Julian Rignall, C+VG
SPACE HARRIER II
24,260,200 Wai Yin Man, Brighton, E Sussex
THUNDERFORCE II
1,982,700 Julian Rignall, C+VG

GAMEBOY

SUPER MARIOLAND
527,740 Craig Hall, Nr Mansfield, Nottinghamshire

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
262,100 Lee Mallett, Danbury, Essex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
2,408,700 Julian Rignall, C+VG
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
13,975,270 William Azzoug, Spalding, Lincs
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
160,310 Tony Lorenzo, London
ORDYNE
266,710 Danny Bannister, Streatham, London
P-47
1,118,300 Steve Creasey, Dorking, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SIDEARMS
1,191,500 William Azzoug Spalding, Lincs ire
SON SON II
806,870 Paul Copsey, Nr Southend, Essex
SPACE HARRIER
29,108,360 Bryn Difyr, Gwynedd, Wales
SUPER WONDERBOY
569,160 William Wong, Stockport
TWIN HELI
1,798,600 Bryn Difyr, Gwynedd, Wales
VIGILANTE
99,990 Anthony Bennett, Worksworth, Derbyshire

NINTENDO

BALLOON FIGHT
431,050 Sherif Salama, Egypt
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
71 Damien Moriarty, Queensland, Australia
ICE CLIMBER
671,350 Paul Stokes, Aberdare
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
OPERATION WOLF
983,029 Roy Gay, Brixton, London
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Stage 7-2 Danny Stevens, Stratford
TOP GUN
175,000 M C Warlock, Plymouth

C64

ALTERED BEAST
356,400 C Maddocks, Killamarsh, Sheffield
APB
49,655 C Maddocks, Killamarsh, Sheffield
ARKANOID
564,900 Graham Gurgan, Co. Down, N Ireland
ARMALYTE
30,475,400 Danny Gleghorn,

Worksop
BATMAN - THE MOVIE
616,420 Gaspart Arnand, Belgium
BOMBUZAL
326,060 Jack Howarth, Failsworth, Manchester
BLASTEROIDS
3,562,950 Graham Gurgan, Co. Down, N Ireland
BUBBLE BOBBLE
5,715,700 Steven Ball, Romford, Essex
CABAL
175,600 Luke Hetherington, Yeovil, Somerset
DALEY THOMSON'S CHALLENGE
10,670 Tony Repo, Helsinki
DENARIS
417,700 Carl Patterson, Walsall, W Midlands
DRAGON NINJA
91,050 Graham Young, Westwood, Notts
GREAT GIANNA SISTERS
128,628 Gaspart Arnand, Belgium
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,810 Tim Pickup, Darwen, Lancs
567,650 Daniel King, Manchester
NEW ZEALAND STORY
3,415,600 Luke Hetherington, Yeovil
OPERATION WOLF
1,000,300 B Hardcastle, Cranleigh, Surrey
PACMANIA
1,950,220 Mark Henn, Highgate, London
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAMBO III
962,400 Wolfman D, Nelson, Lancs
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
678,360 Luca Ceccarelli, Tirli, Italy
SALAMANDER
303,400 David Leitch, Milton, Glasgow
SILKWORM
1,288,900 Christer Bjorkman, Finland
THUNDERBLADE
2,044,190 J M Clayton, Ryton, Tyne & Wear

ST

AFTERBURNER
31,540,000 Louis Moloney, Birmingham
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID
730,390 Julian Rignall, C+VG
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
163,450 Stephen Simpson, Otley
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
189,300 Imran Mubarak, Peterborough, Cambs
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
DRAGON NINJA
110,120 Philip Hogg, Liverpool, Merseyside
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FLYING SHARK
4,283,920 Neil Evans, Cheltenham, Gloucestershire
FORGOTTEN WORLDS
59,300 Timothy Hodges, Peterborough, Cambs
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IK+
243,600 Andrew Newton, Wigan
IKARI WARRIORS
77,550 Craig Sutherland, Scone, Scotland
INDIANA JONES ARCADE
14,100 Tim Beer, Streatham, London SW16
LED STORM
806,950 Richard Davis, London
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
409,797 Stephen Simpson, Otley, W Yorks
OPERATION WOLF
305,250 Aaron Kramer, Morayshire
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
20,550 Ian Currigan, Birmingham
POWERDRIFT
1,484,429 Philip Hogg, Liverpool, Merseyside
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
RETURN OF THE JEDI
206,193 Philip Hogg, Liverpool, Merseyside
ROBOCOP
401,220 Aaron Kramer, Morayshire
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,479,100 James Tarbey, Liverpool
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
34,819,671 Paul Lomas, Cannock, Staffs
THUNDERBLADE
618,510 Richard Davis, London
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
1,755,890 Andrew Stamp, Portsmouth, Hants
XENON II
312,750 Jaspal Jandu, London

AMIGA

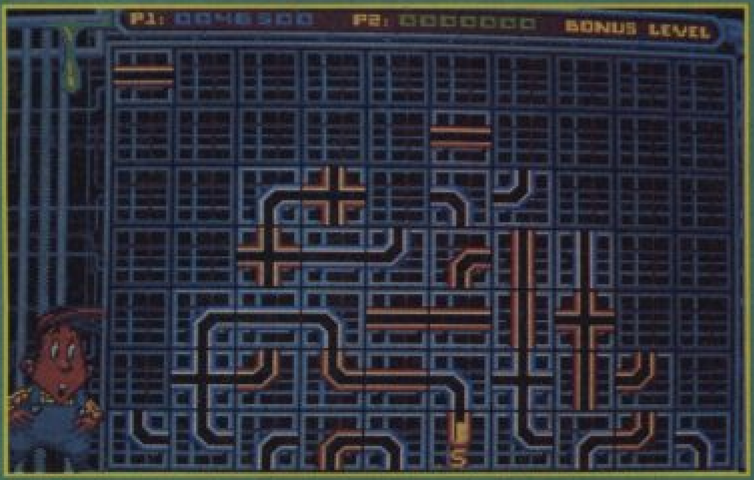
AFTERBURNER
16,189,480 Remko de Gilde, Holland
BARBARIAN II
676,753 Daniel Sprangers, Gressendam, Holland
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
177,550 Tim Lehane, Co Cork, N Ireland
CASTLE WARRIOR
805,261 Lior Meiry, Israel
CONTINENTAL CIRCUS
476,330 Martin Allsop, Burton-On-Trent, Staffs
DATASTORM
667,370 Mark Schokker, Wintersburgh, Holland
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
FORGOTTEN WORLDS
638,500 Justin Edwards, Bristol
GUNSHIP
39,834 Andrew Aldridge, Erlestone, Wiltshire
HYBRIS
2,171,775 Miguel Lima, Portugal
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
355,436 Julio Rieslo, Wirral, Merseyside
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
21,356,620 Sou-Helen Varvatou, Athens, Greece
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
POWERDRIFT
1,738,600 Ole Jensby, Thisted, Denmark
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
1,912,824 Allan Black, Desborough, N Hants
ROBOCOP
375,680 Martin Allsop, Burton-On-Trent, Staffs
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
590,650 Martin Hills, Sittingbourne, Kent
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE
71,762 Russell Cawthorpe, Acomb, York
TEST DRIVE II
274,370 Petri Nissi, Finland
XENON II
352,780 David Pocock, S Croydon, Surrey

SPECTRUM

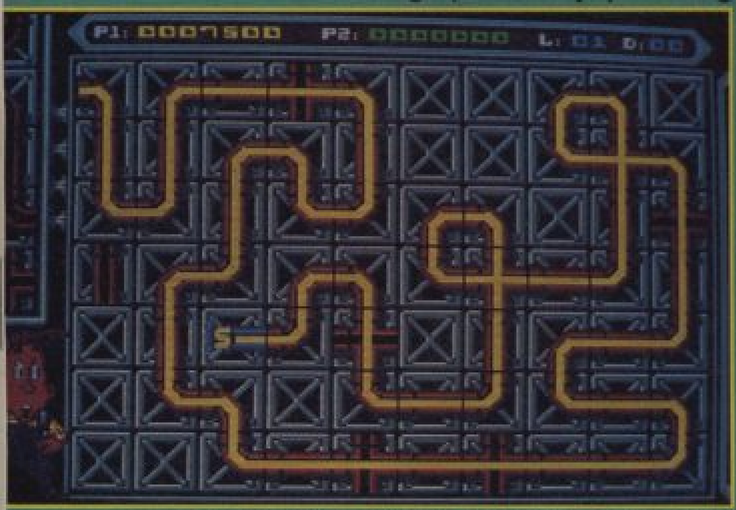
AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
374,090 Paul Macey, Caerleon, Gwent
CRAZY CARS II
202,167 Philip Doak, Ellon, Aberdeenshire
DOUBLE DRAGON
843,440 John Bristow, Erith, Kent
DRAGON NINJA
1,102,060 M C Warlock, Plymouth
FIREFLY
1,643,290 Robert Preston, Warley, W Mids
FORGOTTEN WORLDS
626,500 John Bristow, Erith, Kent
LAST NINJA II
999,999 Steven Symonds, Chard, Somerset
NEW ZEALAND STORY
501,300 Peter Barnes, Oakworth, Keighley
OPERATION WOLF
914,830 Martin Hills, Sittingbourne, Kent
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
ROBOCOP
1,899,002 Shaun Gomm, Rickleton, Tyne and Wear
ROLLING THUNDER
156,620 Neil Haylett, Sunbury, Middlesex
THUNDERBLADE
1,944,000 John Bristow, Erith, Kent
WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMSTRAD

AFTERBURNER
28,714,950 Thurstan Johnston, Richmond, Surrey
APB
$38,970 Andrew Buckly, Reading, Berks
BARBARIAN II
23,570 Neil Franklin, Swanley
BATMAN THE MOVIE
250,630 Scott McCulloch, Irvine, Scotland
106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
129,190 Neil Collman, Hemel Hempstead, Herts
CRAZY CARS
14,870,030 Karl Rudolf, Redditch, Worcs



▲ The bonus stage (obviously quite tough).



▲ Another pipeline finished, and no bits wasted!



▲ Level 21 - through reservoirs and around hydrants!

BY EMPIRE

PIPE MA



▲ Level one - fairly easy, this.

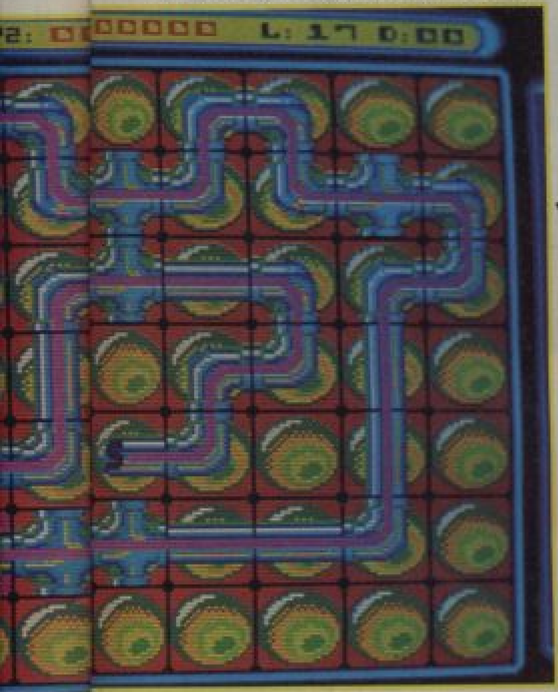
Every so often a game appears that's laughably simple to play, yet is so unbelievably addictive you just can't stop playing it. Tetris was one such game. Pipe Mania is another.

At the start of a level you're presented with a simple grid of squares, one of which contains a tap. A timer starts to count down, and what you have to do is place pieces of pipe on the screen, each section of pipe occupying one of the grid squares, and form a pipeline. When the timer runs out, the tap opens and liquid slowly floods out and around your system of pipes. You can still





▼ *Water, water everywhere...*



NIA

continue to put down pieces of pipe, but the liquid flows relentlessly on until it inevitably reaches the end of pipe...

On each screen you have a set target which you must beat. For example, on the first screen the liquid must flow through 14 squares - 14 pieces of pipe in other words. If the flow reaches the end of a pipe before it has gone through the target amount, it's game over.

The pipe pieces come in a variety of shapes, and appear randomly one at a time - although you can see what the next four shapes will be. Sometimes it's easy to link them together and form an unbroken line, while at other times you really have to think ahead!

As you progress through the levels, things get tougher and tougher, with faster moving liquid, an ever-decreasing time limit, and things like one-way pipes, bonus pipes, holes, obstacles, and tunnels from one side of the screen to the other to help or hinder you. It gets very frantic indeed!

As I've already said, Pipe Mania is a very simple game, and on paper sounds a bit dull. But to put it bluntly, it's one of the most addictive games I've ever played. It's rather like Tetris in that respect. You can't really say why the game keeps you playing non-stop for so long. It just does. You go back to it time and time again. And just when you think you've finished, you go back for another go. And another. And another...

As well as the game being utterly brilliant, it's also superbly presented, with a password scheme to let you access higher levels and, adding enormously to the lasting appeal, a one or simultaneous two-player option, which is amazing fun, and two modes of play, normal mode and one where you have two lots of pipe shapes to choose from!

Pipe Mania is a fantastic piece of computer software. It's got that timeless quality that'll keep it fresh long after the latest big-name licences have gone off. It's a must.

JULIAN RIGNALL

UPDATE

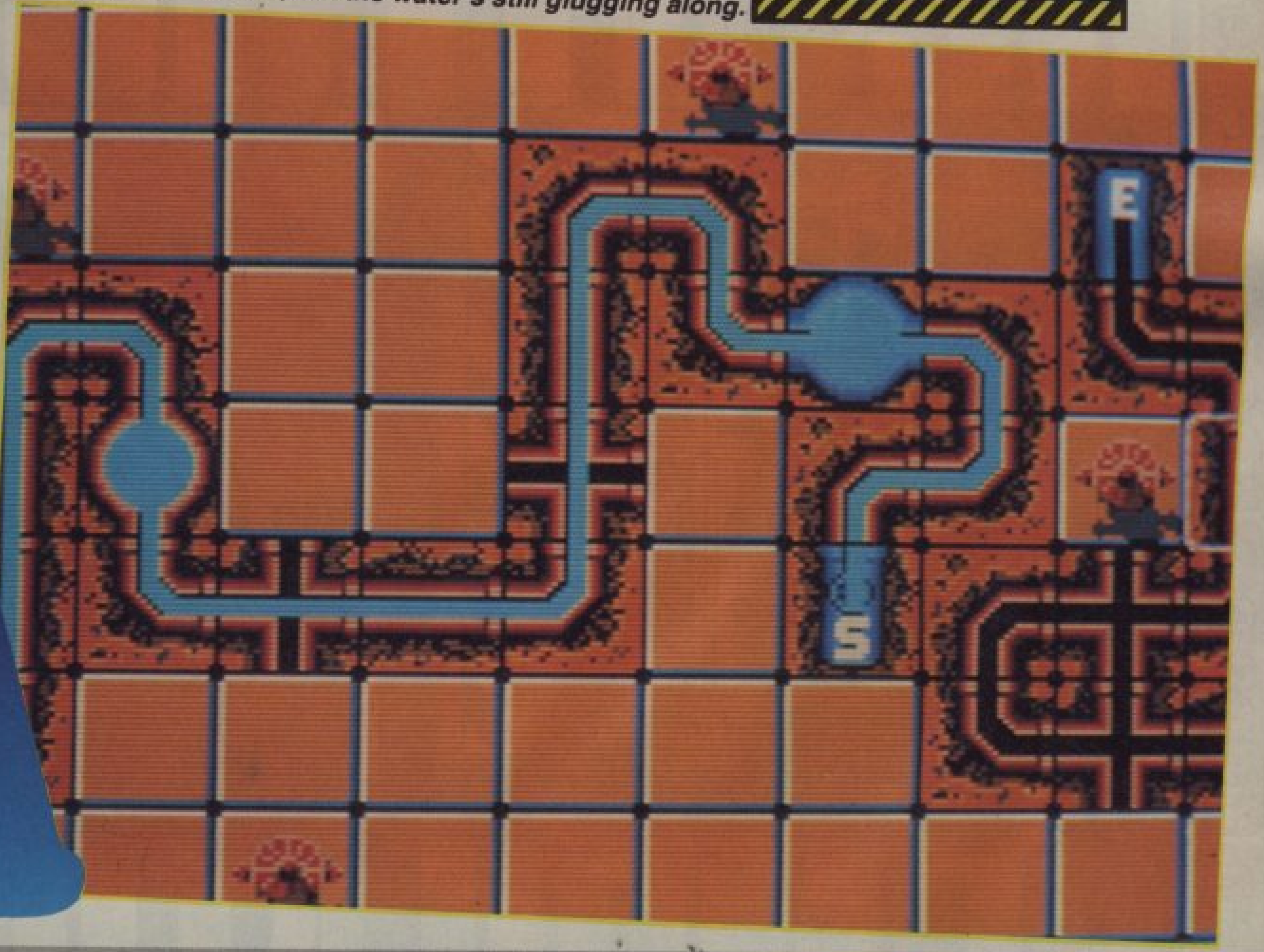
Pipe Mania is out on just about every single machine going - Spectrum, Amstrad, C64, ST, PC, Apple Mac, BBC, Electron, MSX and looks like it'll even appear on the consoles. The simplicity of the game means that it'll translate to all the above machines without losing any of its addictive qualities - so no matter what system you own, make sure you don't miss this.

AMIGA	£24.99
GRAPHICS	74%
SOUND	78%
VALUE	90%
PLAYABILITY	96%

A classic puzzle/arcade game that is so addictive it should come with a Government Health Warning.

OVERALL	94%

▼ *The pipe's complete, but the water's still glugging along.*

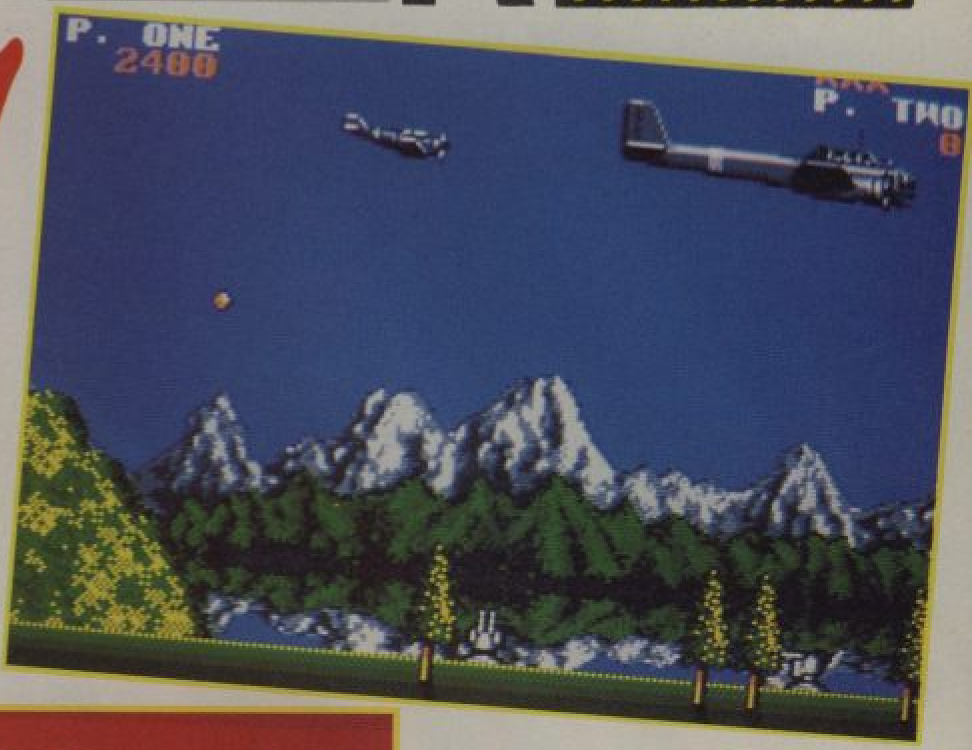




UNRIVALLED
EPYX ACTION
5 ALL-ACTION GAMES
4 X 4 OFF-ROAD RACING™ • CALIFORNIA GAMES™
STREET SPORTS BASKETBALL™ • IMPOSSIBLE MISSION II™
THE GAMES WINTER EDITION™
CBM 64/128, SPECTRUM CASSETTE, AMSTRAD CASSETTE & DISK
WINNERS!
THUNDER BLADE™ L.E.D. STORM™ INDIANA JONES & THE TEMPLE OF DOOM™ BLASTEROIDS™ IMPOSSIBLE MISSION II™
THUNDER BLADE™ • L.E.D. STORM™ • INDIANA JONES
& THE TEMPLE OF DOOM™ • BLASTEROIDS™
IMPOSSIBLE MISSION II™
CBM 64/128, SPECTRUM & AMSTRAD CASSETTE & DISK, AMIGA,
ATARI ST (EXCLUDING TEMPLE OF DOOM)
MASTERS OF
BRITAIN'S BEST SELLING COMPUTER MAGAZINE & U.S. GOLD PRESENT
COIN OP HITS
OUT RUN™ • THUNDER BLADE™ • ROAD BLASTERS™
SPY HUNTER™ • BIONIC COMMANDO™
CBM 64/128, SPECTRUM &
AMSTRAD CASSETTE & DISK
WORLD BEATERS
GIANTS
720°™ • WORLDCLASS LEADERBOARD™ • OUT RUN™
ROLLING THUNDER™ • GAUNTLET II™
CBM 64/128, SPECTRUM, AMSTRAD CASSETTE
& DISK, ATARI ST, AMIGA (TITLES VARY FROM THOSE ABOVE)
COMPILATIONS
U.S. GOLD LTD., HOLFORD
UNITS 2/3 HOLFORD WAY,
BIRMINGHAM B6 7AX.

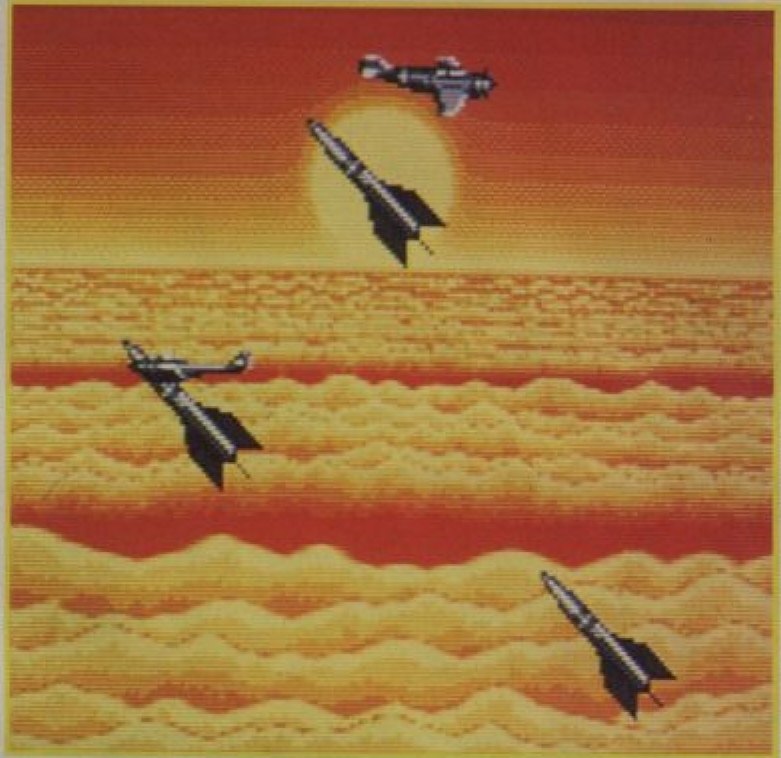
P-47

BY MICROPROSE

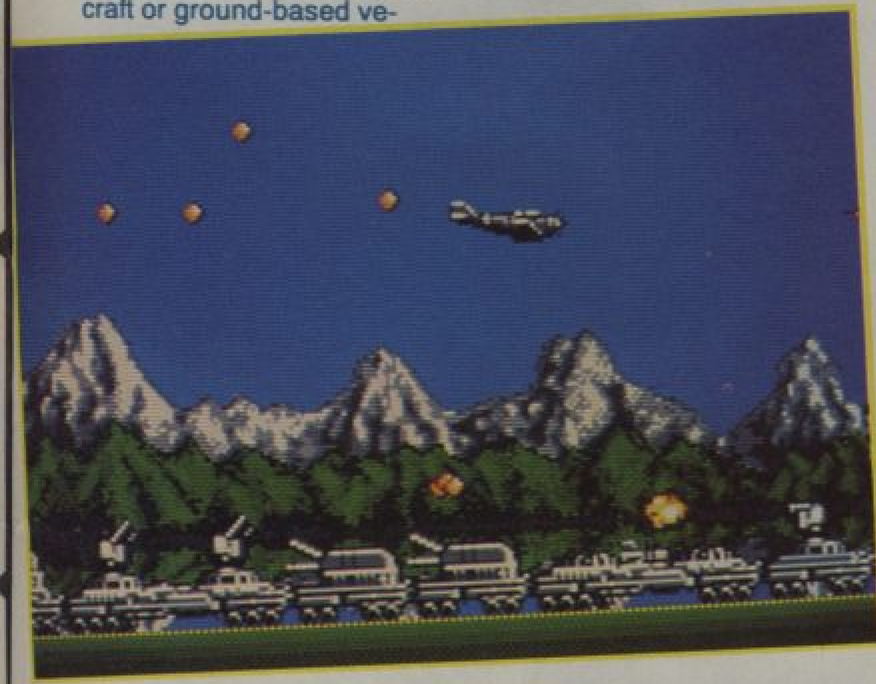


Top ho Ginger, an' all that stuff. It's back to the Second World War as you, in your small P-47 fighter, dare to brave the barrage of enemy flak and gunfire in a horizontally scrolling conversion of the Jaleco coin-op.

The mission starts over occupied Northern France, with nothing but a gatling gun and three backup planes to keep you going. Up against you is the ferocious might of the Nazi air force, packing a very large punch in the form of the very latest military vehicles and weapons systems. Luckily there are power-up weapons to collect to give you a hand combating all these aerial terrors.



At the end of each level, the Germans have deployed massive amounts of firepower, attached to either aircraft or ground-based vehicles, and little old you must dodge the bullets and blast the baddies before you can move on to the next area.



There are loads of onscreen baddies, and without any loss of speed, either, but the screen is so colourful that you begin to lose track of exactly what's firing at you, a situation which usually ends in your little plane erupting into a ball of orange flame. That's the big problem with P-47, the brightness of the screen making it difficult to keep track of what's going on, and that hits gameplay pretty hard, especially on the first couple of levels which should have been the most playable to sustain interest for the rest of the game.

P-47 is a fairly playable game, and quite a good coin-op conversion too, but unless you've got 20/20 vision, have a look at what you're buying before parting with any of that graciously received Xmas cash.

PAUL RAND

UPDATE

P-47 is also to be released on Amiga, C64, Spectrum and Amstrad, at prices of £19.99 for 16 bit and £9.99 the rest. The Amiga version shouldn't be much different from the ST, and while we've seen nothing of the 8 bit conversions, they're being programmed by the makers of Silkworm, so they should be good.

ST	£19.99
GRAPHICS	79%
SOUND	71%
VALUE	77%
PLAYABILITY	68%

A faithful conversion of an unoriginal but fun coin-op with very garish graphics.

OVERALL	72%





BATTLE SQUADRON

BY ELECTRONIC ZOO

Forget all the guff in the manual about commanders being taken hostage and ace pilots rushing to the rescue after successful missions etc, etc. Battle Squadron is a heavy duty shoot 'em up, the unofficial follow-up to the smash hit Hybris, in fact.

Pilot a spaceship (or two, if you're playing in two-player mode) across a battle-scarred planet in a vertically scrolling attack on hostile alien forces. You're up against an army of well-trained enemies, using the very latest defences to beat you back to whence you came, and each level contains numerous different forces, from small, bird-like fighter craft to ground-based missile launchers and, yup, you guessed it, intimidating end of level craft which spew out gunfire as if there was no tomorrow. Armed with only a single shot cannon at the outset of the battle, it's possible to upgrade your weapons during the game by destroying the mobile storage units patrolling the surface of the planet which eject the necessary equipment when they explode. Some of the waves of enemy ships leave behind a smart-bomb when wiped out and, although you start the game with three, it's handy to collect as many as you can as those nasties can get mean on the later levels.

Fair enough, Battle Squadron looks, sounds and plays very admirably indeed, but after only a few minutes a you get a nagging feeling of "Erm, haven't I seen this somewhere before?" In fact, I've seen it in rather a lot of places before and after a while I began to get rather bored with the whole thing. Die-hard shoot 'em up addicts are bound to derive enormous pleasure from sending all those brilliantly presented baddies to kingdom come, as will most other gamers, for a while at least. Just don't expect to find anything that hasn't been done before, that's all.

PAUL RAND





UPDATE

It's doubtful whether Battle Squadron will be released on anything other than the Amiga. And to be honest, I wouldn't be too bothered about that.

AMIGA	£24.95
GRAPHICS	89%
SOUND	86%
VALUE	67%
PLAYABILITY	77%

Originality goes out of the window in Battle Squadron - and it shows. A well presented, pretty playable shoot 'em up which is let down by obvious lack of thought as far as gameplay is concerned.

OVERALL 78%

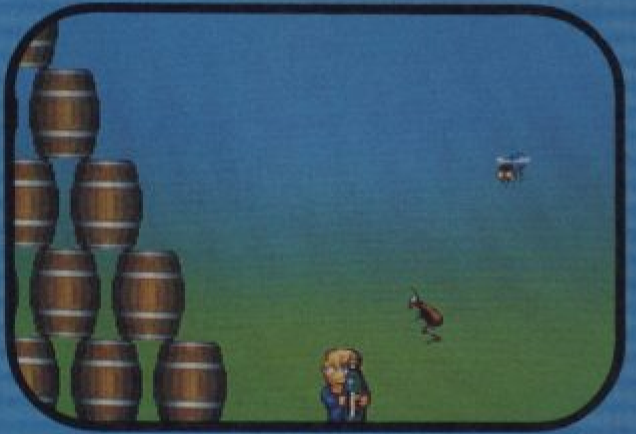
DYNAMIC DEBUGGER™

THE ULTIMATE IN PEST CONTROL!





GET THEM BEFORE THEY GET YOU!



DYNAMIC DEBUGGER – Spray your way through 10 bug-infested worlds on your quest to attain the ultimate accolade from the elders of Shoggle Waggle – Licenced Dynamic Debugger!
GASP at the incredible graphics – over 4,000 colours on screen in the world's first moving Hold And Modify game (Amiga only). But don't stand gawping for too long – there's a job to be done!
Wipe out the insectoid pests with a variety of wild 'n' whacky weapons, including a cork-firing champagne bottle, a vacuum cleaner, a DDT gun and a battery!





SCREEN SHOTS FROM AMIGA VERSION



AVAILABLE SOON ON AMIGA

Dynamic Debugger was designed and produced by Interactive Pixels. Commodore Amiga version programmed by Andy Reece and Jan Knox. Graphics and cover illustration by Pete Lyon. Music arranged by Anthony Ellis. Not for distribution to the Republic of South Africa.

image works

IMAGE WORKS IRWIN HOUSE 118 SOUTHWARK STREET LONDON SE1 0SW TELEPHONE: 01 928 1454 FAX: 01 583 3494

THEIR FINEST HO
THE BATTLE OF BR

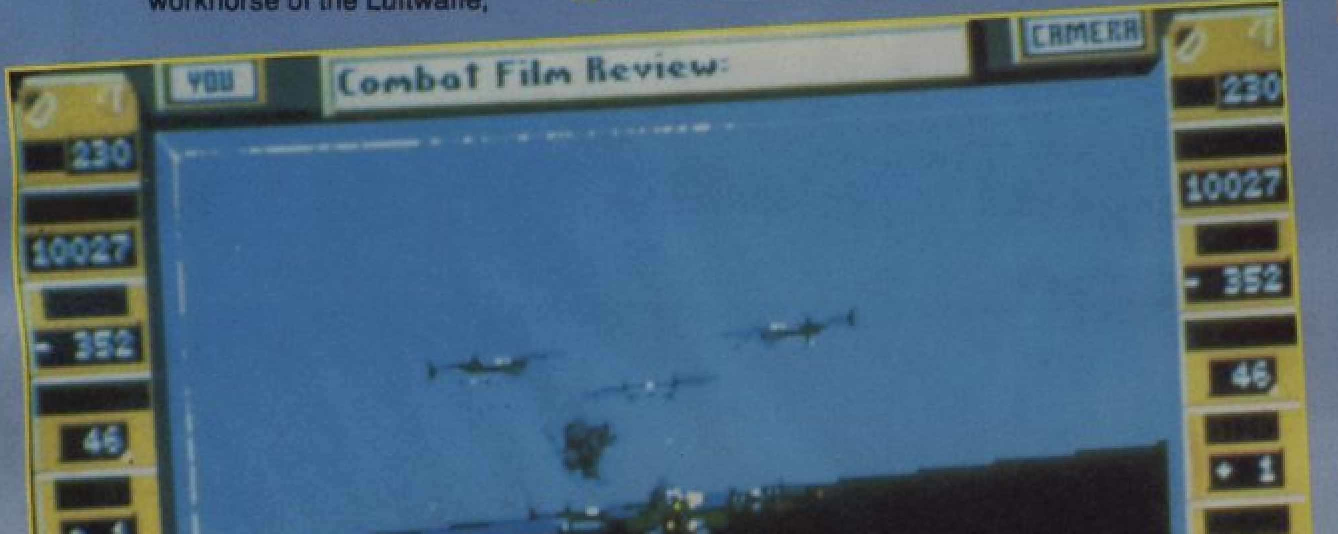
BY LUCASFILM/US GOLD

A fair few months back, Lucasfilm revived a bit of wartime nostalgia with Battlehawks 1942. Now Lucasfilm have moved from the Pacific to the English Channel with Their Finest Hour, a game based around the aerial battles over the green fields of Britain in the early years of WWII.

As with Battlehawks, the first task in hand is to choose a nationality by way of selecting from a list of available aircraft. While the Germans have a large amount of planes at their disposal, ranging from the small but nimble workhorse of the Luftwaffe,







▲ The squadron swoops to dodge heavy flak.



HOUR: RITAIN





▲ *Watching the in-flight movie.*

the Messerschmitt Bf 109E-3, to heavily-armoured, albeit sluggish, bombers such as the Heinkel He 111H-3, the poor old Brits have to make do with only two attack planes - the Hawker Hurricane and Supermarine Spitfire.

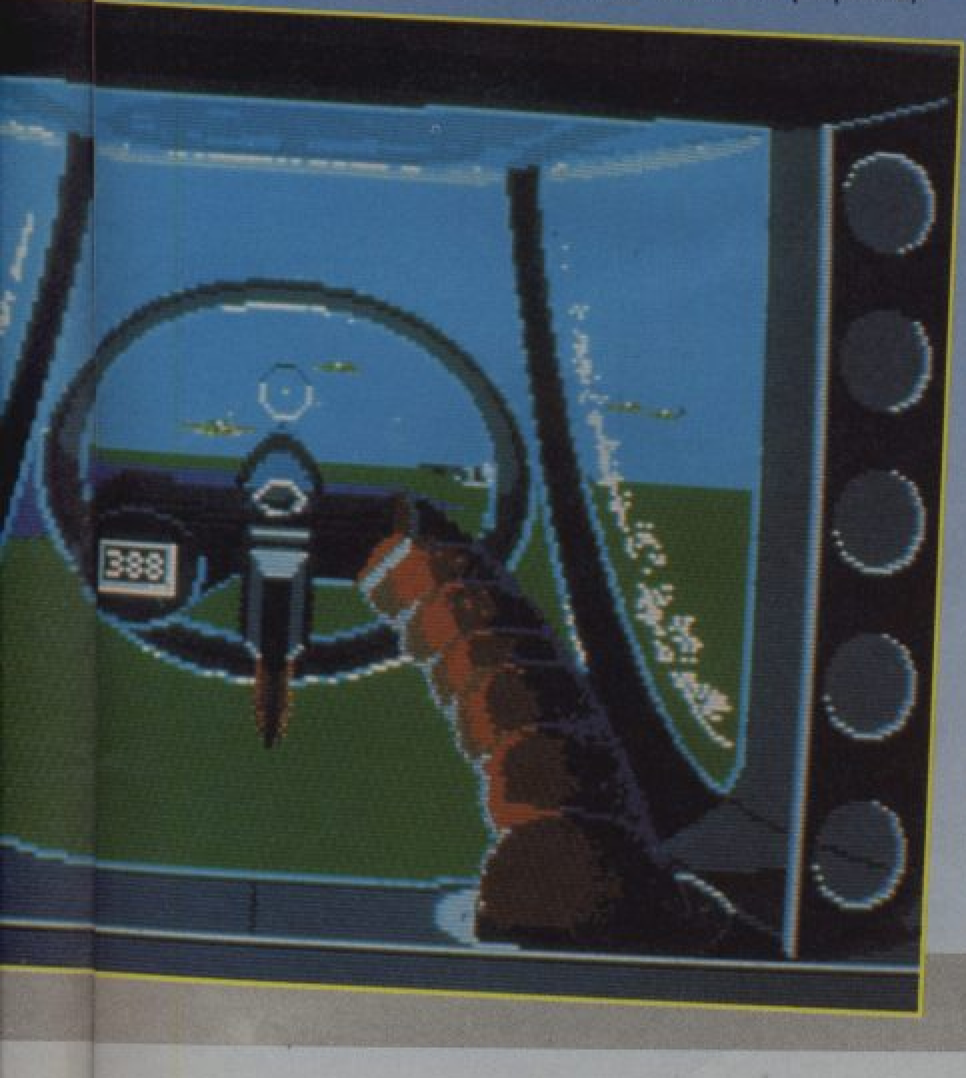
Missions vary depending on your choice of country. The British planes are mainly used for defence purposes, picking off invading Luftwaffe forces, while the opposition has a wider choice of either flying bombing runs into mainland airspace or guarding the bombers from British attack during their missions - your choice of German plane determines the type of missions available to you.

After you've fought a mission, a screen appears outlining the number of enemy and allied planes damaged and destroyed, and a summary of your current status. Medals and promotions are available to pilots worthy of reward, with a cold POW camp or even death awaiting those unlucky enough to fail. Pilots are saved to disk and used throughout the game until killed or retired, and whole campaigns can be fought, the computer stringing together a number of missions to simulate life as a serving airman.

Although Their Finest Hour is obviously an immense piece of software, with an enormous amount of thought having gone into both the design and presentation of the package, it's slow to play. Even on our mega-speedy 386 PC play was verging on sluggish - and on slower machines, the action is reduced to a crawl.

But in spite of that, I did have fun playing Their Finest Hour - there's an incredible amount of game in there. If you have got a fast machine and enjoy big combat simulations with plenty of depth, check this out. Those who like their flying action faster should try F-15 II or Bomber instead.

PAUL RAND



UPDATE

Look out for Amiga and ST versions of Their Finest Hour in the coming months, both priced at 24.99. Apart from higher sound quality, don't expect too many differences from the PC version.

PC	£24.99
GRAPHICS	80%
SOUND	58%
VALUE	79%
PLAYABILITY	82%

Superbly packaged and presented combat simulation with immense depth, let down by the slow pace of its action on anything other than an extremely fast PC (at least 26 Mhz).

OVERALL	80%

XENON TECHNOLOGY

71, Wadham Road, North End, Portsmouth, Hampshire, PO2 9ED ☎ 0705 670878

AMSTRAD CPC SOFTWARE

AMSTRAD CPC SOFTWARE	Disc	Tape
Ghostbusters II	9.49	6.49
Shinobi	9.49	6.49
Dynamite Dux	9.49	6.49
Power Drift	9.49	6.49
Cabal	9.49	6.49
Batman: The Movie	8.49	6.49
Chase HQ	8.49	6.49
Laser Squad	9.49	6.49
Beach Volley	9.49	6.49
Altered Beast	8.49	6.49
Mr Heli	9.49	6.49
Carrier Command	9.49	6.49
Quarterback	9.49	6.49
Bangkok Knights	9.49	6.49
Super Quintet	9.49	6.49
Ballistix	9.49	6.49
Eye Of Horus	9.49	6.49
Rainbow Island	9.49	6.49
Operation Neptune	9.49	6.49
Wierd Dreams	9.49	6.49
Double Dragon	9.49	6.49
Ghouls 'N' Ghosts	9.49	6.49
Action Fighter	9.49	6.49
Gemini Wing	9.49	6.49
Robocop	9.49	6.49
Vigilante	9.49	6.49
Operation Thunderbolt	9.49	6.49
Rick Dangerous	9.49	6.39
Salamander	9.49	6.49
Indiana Jones & The Latest Crusade	9.49	6.49
The New Zealand Story	9.49	6.49
Turbo Outrun	9.49	6.49
The Untouchables	9.49	6.49
Galaxy Force	9.49	6.49
Gazza's Super Soccer	9.49	6.49
Top Fuel	9.49	6.49
Super Wonder Boy	9.49	6.49
Bloodwych	9.49	6.49
Silkworm	9.49	6.49
Saint 'N' Greavsie	9.49	6.49
Crazy Cars II	9.49	6.49
Soldier Of Light	9.49	—
Strider	9.49	6.49
Bionic Commando	—	6.49
Oriental Hero	9.49	6.49
Quandam	9.49	6.49
Fire & Forget	9.49	6.49
A.P.B.	9.49	6.49
Mazemania	9.49	6.49
Moonwalker	9.49	6.49
Rainbow Island	9.49	6.49
Risk	9.49	6.49
Passing Shot	8.49	6.49
Paul Gascoigne Super Soccer	9.49	6.49
Super Wonder Boy	9.49	6.49
Action Fighter	9.49	6.49
Gemini Wing	9.49	6.49
Robocop	9.49	6.39
Vigilante	9.49	6.49
A.P.B.	9.49	6.49
Rick Dangerous	9.49	6.49
Bridge Player 2150 'Galactica'	9.49	6.49
Indiana Jones & The Last Crusade	9.49	6.49
The New Zealand Story	9.49	6.49
The Tolkien Trilogy	12.49	8.49
Games Summer Edition	8.49	6.49
Championship Golf	—	6.49
Heat Wave	—	8.49
Star Wars Trilogy	12.49	8.49
Dark Force	12.49	—
Ghostbusters II	—	6.49
Powerdrift	—	6.49
Project Stealth Fighter	9.49	6.49
Ghouls 'N' Ghosts	9.49	6.49
19	9.49	—
Dragons Of Flame	9.49	6.49
Gryzor	9.49	—
Heavy Metal	9.49	6.49
Sanxion	9.49	—
Gazza's Super Soccer	9.49	6.49
Victory Road	9.49	6.49
WEC Le Mans	9.49	6.49
Vigilante	9.49	6.49

SPECTRUM SOFTWARE

SPECTRUM SOFTWARE	Disc	Tape
Batman: The Movie	9.49	6.39
Shinobi	9.49	6.49
Dynamite Dux	9.49	6.49
Bloodwych	8.49	6.49
Cabal	9.49	6.39
Chase HQ	9.49	6.49
Operation Thunderbolt	9.49	6.39
Laser Squad	9.49	6.49
Beach Volley	9.49	6.49
Dragon Spirit	8.49	6.49
Mr. Heli	9.49	6.49
Xenophobe	9.49	6.49
Quarterback	9.49	6.49
Altered Beast	—	6.49
Super Quintet	9.49	6.49
Purple Saturn Day	9.49	6.49
Chuck Yaegar's Advanced Flight Sim	9.49	—

COMMODORE 64 SOFTWARE

COMMODORE 64 SOFTWARE	Disc	Tape
Batman: The Movie	9.49	6.39
Shinobi	9.49	6.49
Dynamite Dux	9.49	6.49
Bloodwych	8.49	6.49
Cabal	9.49	6.39
Blood Money	8.49	6.49
Ballistix	8.49	6.49
Laser Squad	9.49	6.49
Beach Volley	9.49	6.49
Dragon Spirit	8.49	6.49
Mr. Heli	9.49	6.49
Carrier Command	9.49	6.49
Quarterback	9.49	6.49
Stunt Car	13.49	9.49
Super Quintet	9.49	6.49
Super Wonder Boy	9.49	6.49
Eye Of Horus	9.49	6.49
Rainbow Island	9.49	6.49
Operation Neptune	9.49	6.49
Wierd Dreams	9.49	6.49
Paul Gascoigne Super Soccer	9.49	6.49
F.1. Manager	9.49	6.49
Action Fighter	9.49	6.49
Gemini Wing	9.49	6.49
Robocop	9.49	6.49
Vigilante	9.49	6.49
Battlechess	9.49	—
Rick Dangerous	9.49	6.49
Graham Gooch All Stars Cricket		6.49
Indiana Jones & The Last Crusade	9.49	6.19
The New Zealand Story	9.49	6.49
The Tolkien Trilogy	12.49	8.49
Xenophobe	9.49	6.49
A.P.B.	8.49	6.49
Captain Fizz	9.49	6.49
Citadel	9.49	6.49
Leonardo	9.49	6.49
Heat Wave	12.49	8.49
Ringside	9.49	—
Rainbow Warrior	9.49	6.49
Kayden Garth	9.49	6.49
Chessmaster 2000	9.49	—
Fire Power	9.49	6.49
Ghostbusters II	9.49	6.49
Thunderbirds	9.49	8.49
Black Magic	9.49	6.49
Kings Of The Beach	9.49	—
Heavy Metal	9.49	6.49
Moonwalker	9.49	6.49
Power Drift	9.49	6.49

COMMODORE 64 HARDWARE

COMMODORE 64 HARDWARE	
Fast Load Cartridge	22.40
Power Cartridge	13.40

COMMODORE AMIGA HARDWARE

COMMODORE AMIGA HARDWARE	
A501 512k/0.5MB RAM Expansion	98.40
Commodore A590 20MB Hard Drive	345.00
Commodore A590 CMOS RAM Chips x1 (128k)	13.40
Commodore A590 CMOS RAM Chips x4 (512k/0.5MB)	49.40
Commodore A590 CMOS RAM Chips x8 (1024k/1MB)	99.40
Commodore A590 CMOS RAM Chips x12 (1536k/1.5MB)	149.40
Commodore A590 CMOS RAM Chips x16 (2048k/2MB)	199.40
Cordless Mouse	117.40
External Floppy Disk Drive	74.40
Minigen	99.40

COMMODORE AMIGA SOFTWARE

COMMODORE AMIGA SOFTWARE	
Xenon II Megablast	15.49
Batman: The Movie	15.79
Shadow Of The Beast	21.99
It Came From The Desert	19.49
Blade Warrior	16.49
The Untouchables	16.49
Cabal	14.99
Stryx	12.79
Swords Of Twilight	16.49
Dynamic Debugger	16.49
Interphase	16.49
Operation Thunderbolt	16.49
The Lost Patrol	15.79
Ooze	16.49
Fiendish Freddie's Big Top O' Fun	16.49
Beach Volley	15.79
Populous: Promised Lands	6.49
Gemini Wing	12.79
Future Wars	15.79
Power Drift	16.49
Gridiron	16.49
Triad II	15.79
The New Zealand Story	15.79
Ghostbusters II	16.49
Infestation	16.49
Iron Tracker	12.79
A.P.B.	12.79
Barbarian II	15.79
Dragon Spirit	12.79
Action Fighter	15.79
Ivanhoe	15.79
Demon's Tomb	12.79
Never Mind	13.49
Bad Company	16.49
Highway Patrol	15.79
Silkworm	12.79
Strider	16.79
Xenophobe	16.49
Matrix Marauders	13.49
Laser Squad	13.49
Shufflepack Cafe	13.49
Knightforce	16.49
Super League Soccer	16.49
Horse Racing	16.49
Chicago 90	13.49
Life & Death	16.49
Kees The Thief	16.49
Neuromancer	16.49
Risk	13.49
Super Quintet	15.79

ATARI ST SOFTWARE

ATARI ST SOFTWARE	
Chaos Strikes Back	12.99
Xenon II Megablast	15.49
Batman: The Movie	13.49
Elite Editor	9.99
Blade Warrior	16.49
Falcon Mission Disk Volume 1	13.49
Cabal	13.49
Stryx	13.49
Hound Of Shadow	16.49
Dynamic Debugger	16.49
Interphase	16.49
Stunt Car	16.49
The Lost Patrol	13.49
Ooze	16.49
Fiendish Freddie's Big Top O' Fun	16.49
Beach Volley	13.49
Populous: Promised Lands	6.49
Gemini Wing	13.49
Ferrari Formula 1	15.89
Gunship Editor	4.99
Gridiron	16.49
Triad II	16.49
The New Zealand Story	13.49
Future Wars	16.49
Infestation	16.49
Iron Tracker	16.49
A.P.B.	13.49
Falcon	16.49
Dragon Spirit	13.49
Action Fighter	16.49
Ivanhoe	13.49
Demon's Tomb	13.49
Never Mind	13.49
Bad Company	13.49
Highway Patrol	16.49
Silkworm	13.49
F-16 Combat Pilot Editor	4.99
Xenophobe	16.49
Matrix Marauders	13.49
Laser Squad	13.49
FM Melody Maker	47.59
Knightforce	16.49
Falcon Editor	4.99
North & South	16.49
Chicago 90	13.49
Airbourne Ranger Editor	4.99
F-16 Combat Pilot	16.49
Shufflepack Cafe	13.49
Risk	13.49
Super Quintet	16.49

All products are dispatched within 24 hours (subject to availability) by FIRST CLASS post. All new titles are dispatched when released. All prices are fully inclusive of VAT, postage, packaging and a full guarantee (please add £1.10 per item overseas). Please make cheques or postal orders payable to "Xenon Technology".

To order simply write on a piece of paper, your name, postal address, a telephone number (if possible, only used if absolutely necessary), and the software title (with the machine model). Then pop in your payment (either a cheque or a postal order) and then pop it in the post (not forgetting of course our name on the front of the envelope and a stamp).

VAT Registration Number: 543 9020 57. Proprietor: Steve Lowe

Note: Xenon Technology is Mail Order ONLY.

Xenon Technology, DEPT CVG, 71 Wadham Road, North End, Portsmouth, Hampshire PO2 9ED.
Telephone: (0705) 670878.

Special Offers!! Any less and we'll be giving them away. "And why not?" I hear you ask! Because we're not as stupid as the competition looks!!

Xenon (zen', zen'on) a zero-valent element (Xe; atomic number 54), a heavy gas present in the atmosphere in proportion of 1:17x10E7 by volume.

technology (tek'n-o-l-o'ji) the practice of any of all of the applied science that have practical value and/or industrial use: technical method(s) in a particular field of industry.

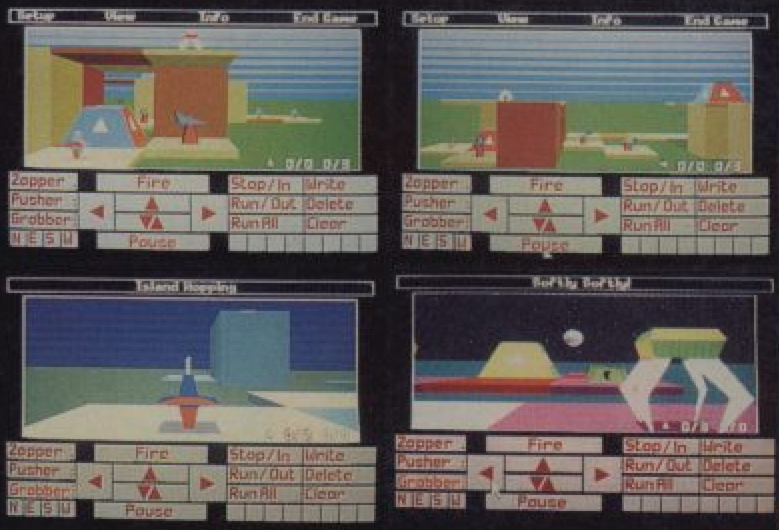
xenon technology (zen' on tek-n-o-l-lo'ji) the best definition!

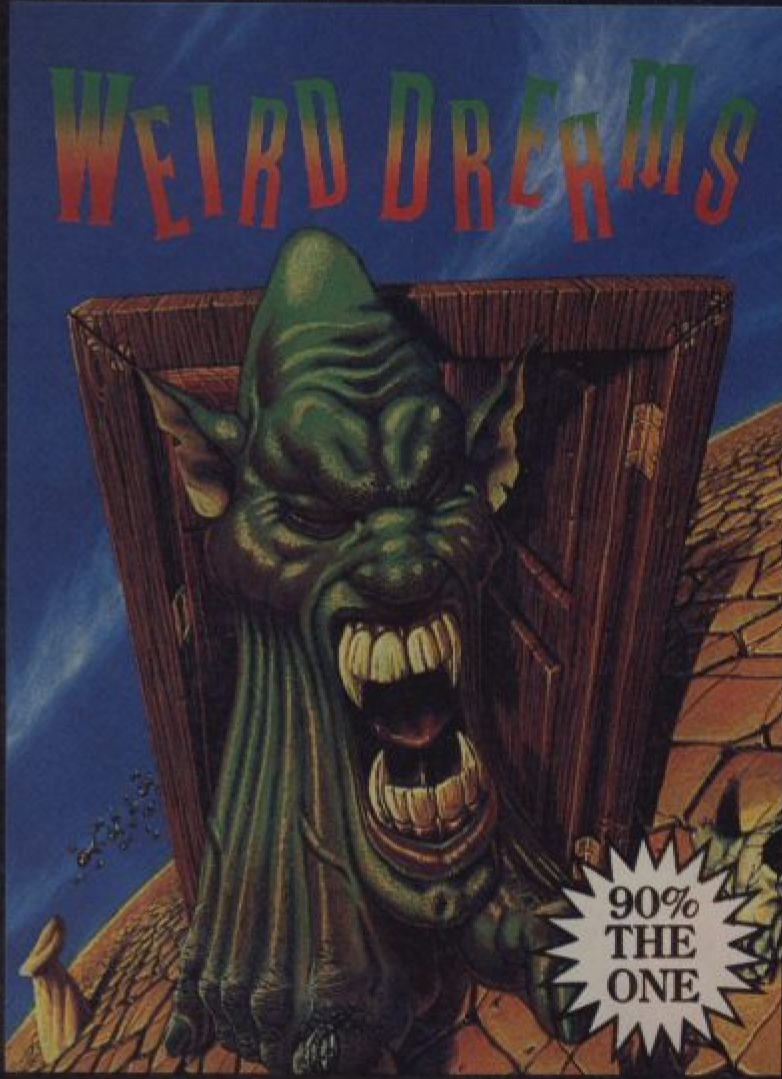
RAINBIRD

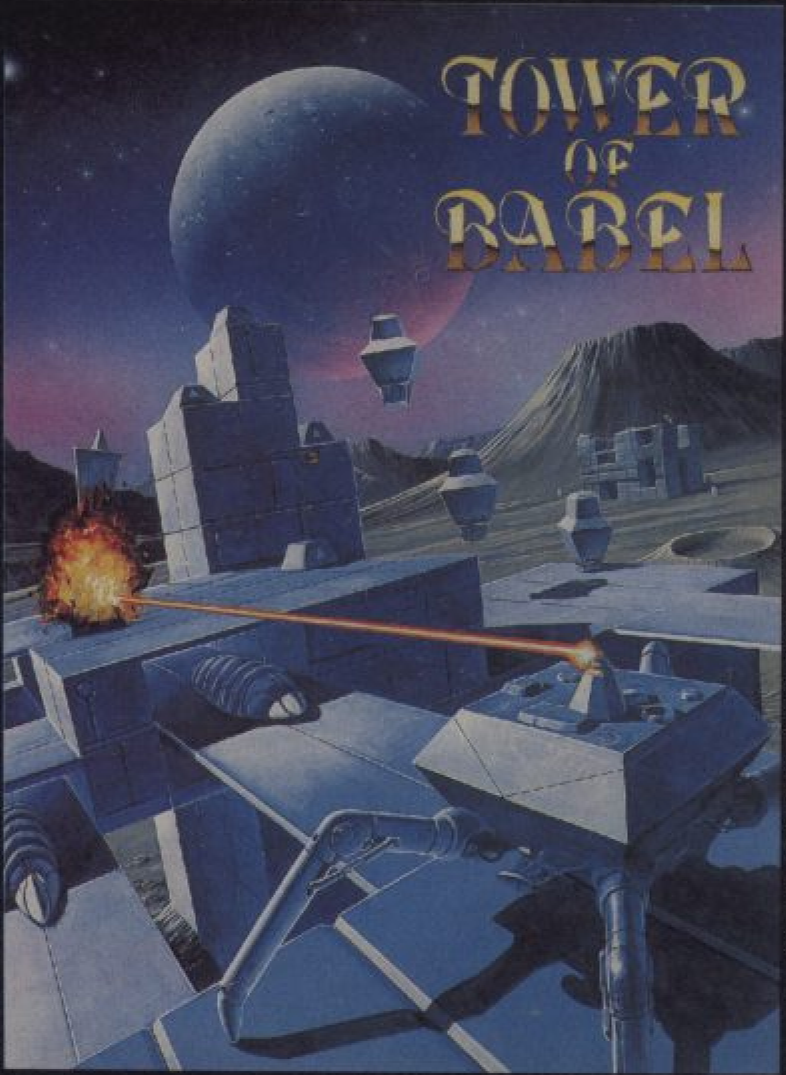
OUT OF THIS WORLD

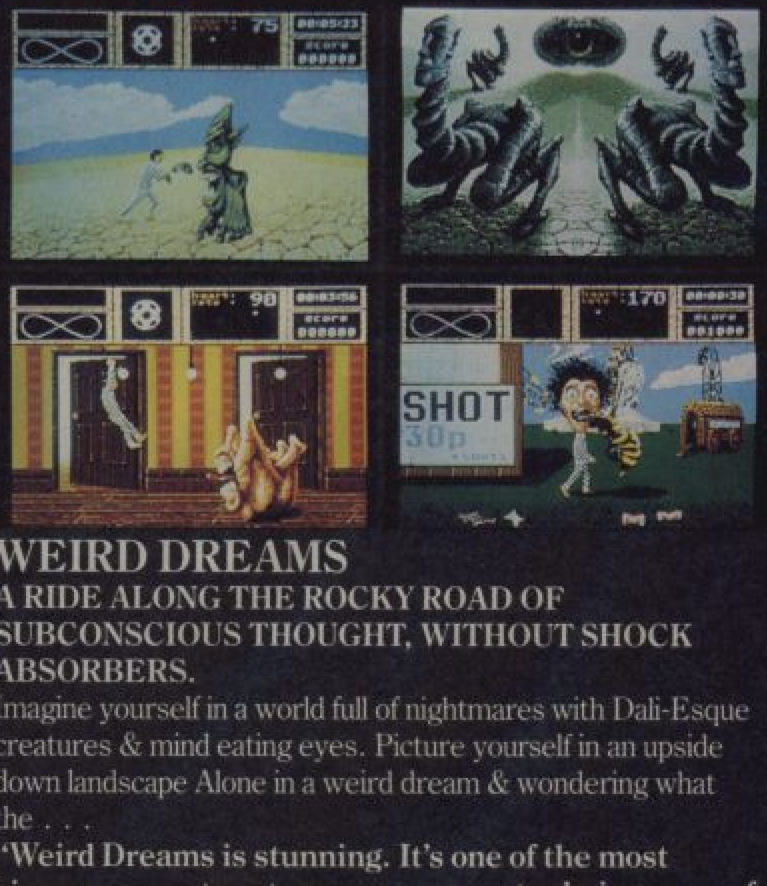
TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fox your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle – Tower of Babel is a whole new concept in strategy gaming.









WEIRD DREAMS

A RIDE ALONG THE ROCKY ROAD OF SUBCONSCIOUS THOUGHT, WITHOUT SHOCK ABSORBERS.

Imagine yourself in a world full of nightmares with Dali-Esque creatures & mind eating eyes. Picture yourself in an upside down landscape Alone in a weird dream & wondering what the . . .

"Weird Dreams is stunning. It's one of the most bizarre concepts yet seen on a computer being more of an experience than a game".

**MASTERS OF STRATEGY
A DIVISION OF
MICROPROSE SOFTWARE**

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.





X-OUT

BY RAINBOW ARTS



When Rainbow Arts bring out a shoot 'em up, they don't worry about such piffling details as innovation; no, they borrow a load of tried and trusted ideas, throw them together into an outstanding little bundle and call it X-Out.

Nothing much happens that hasn't happened before - jump into the cockpit of a futuristic amphibious craft, arm it to the teeth with whatever gadgetry the local weapons shop will allow then get out there to kick ass. Eight levels of blasting, bombing and general destructive high jinks lie between the beleaguered pilot and the end of the game, with a store at the end of each stage. Beginning with 12,000 units of currency, appropriate kit must be purchased before the enemy can be tackled. The range of available items is quite considerable, and includes single, double and triple shot cannons of varying power, small, medium or large missiles and laser-firing drone ships, not to mention secondary weapons such as smart bombs and even extra craft, should you feel incapable of finishing with one life (and if your present currency level feels up to it!). Points make prizes in this game, because the score you tally up can be converted to cash at the end of each stage, allowing you to build up your defences (and offences) even further at the expense of your points tally.

Rainbow Arts are really starting to get their act together these days, firstly with the tremendously addic-



with music reminiscent of the kind of track featured on Battlestar Galactica, the graphic and sonic quality continuing throughout. Sprites are generally on the small side, but all are very well animated and have a realistic metallic sheen to them, and the end-of-level guardians are fantastic - especially the first one which looks as though it's been built using parts from an octopus and a dead horse's skull!

To sum up, a blaster which looks great, sounds excellent and contains some of the toughest aliens in the bizz, making X-Out an absolute corker of a game. In my opinion, it's even better than my old Amiga fave, and one of Rainbow Arts' best releases, Denaris - and who'd have thought they could better that one!

PAUL RAND

UT

tive Rock 'N' Roll and now with what must be classed as one of the best sideways shoot 'em ups to hit the Amiga in a long time. Horizontal scrollers are becoming rarer by the minute thanks to the likes of Xenon II, and although X-Out (pronounced Crossout) has lifted ideas from the aforementioned classic, namely the shop section, a lack of originality is made up for with superb presentation and gameplay. The game kicks off with a marvellous animated introduction,



UPDATE

Later this very month sees the release of the ST, C64, Amstrad and Spectrum versions of X-Out. While the ST game will retail at the same price as the Amiga version, the C64 and Amstrad versions will set you back £9.99, with Spectrum coming in at £8.99.

AMIGA	£19.99
GRAPHICS	91%
SOUND	92%
VALUE	90%
PLAYABILITY	88%

A very difficult shoot 'em up which holds no real surprises, X-Out still manages to be one of the best of its kind on the Amiga.

OVERALL	90%



BRITAIN'S BIGGEST SELLING SPORTS HIT
... IS ABOUT TO HIT THE WORLD ...
FOOTBALL MANAGER
World Cup Edition
In 1982, Kevin Toms wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game. Football Manager 2 has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans and creating new ones.
With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them, a game that will better the best.
Kevin Toms.
Available soon on: Spectrum 48/128K Tape, Spectrum + 3 Disk, CBM 64/128 Tape, CBM 64/128 Disk, Amstrad CPC Tape, Amstrad CPC Disk, MSX, Atari ST, Amiga, IBM PC.
Addictive
LIVE THAT DREAM
"I have been studying football tactics and interviewing professional managers. This new game will bring you the results – more tactical management, more realism, and more playability. I've done my best to give you the most entertaining game possible."
Prism Leisure Corporation Plc, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.

WIN A PC ENGINE SG!!

We broke the news about the awesome PC Engine SG a couple of issues ago, and now, thanks to those wonderful Hong Kong PC Engine and Megadrive suppliers, West Lake, we've got one to give away!

Yup, the sequel to one of the biggest advances in gaming technology could be sitting in your bedroom, wowing friends and relatives alike, and generally making you one of the most respected members of your community and beyond - after all it's one of the very first to be imported into Britain!! This is one prize which you'd be out of your tree to miss out on.

So just what do you have to do to stand any chance of winning this marvellous piece of Japanese hardware? Not much as it happens. Just tell us this, in no more than 12 words why should YOU win the PC Engine SG. Stick your answer on the back of a postcard or sealed-down envelope and send it off to: "WHAT?!!? A PC ENGINE SG? PUT ME DOWN FOR A ONE OF THEM, GUV" COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU
Get your postcard to us before February 20th 1990 and remember - you've gotta be in it to win it!




DRIVING'S BIGGEST GAME HAS JUST GOT BIGGER..
TURBO Out Run ™
AVAILABLE ON
CBM 64/128 CASSETTE
& DISK
SPECTRUM CASSETTE
AMSTRAD CASSETTE
& DISK
ATARI ST & AMIGA
Screen shots from various formats
U.S. GOLD®
SEGA®
MORE CAR, MORE ROAD, MORE ACTION!
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel. 021 625 3388

THE C+VG CHARTS

AMIGA TOP 20

1	(1)	Batman	Ocean	96%
2	(-)	Stunt Car Racer	Microstyle	93%
3	(5)	Shadow o/t Beast	Psygnosis	78%
4	(4)	Continental Circus	Virgin	79%
5	(2)	Xenon II	Mirrorsoft	96%
6	(-)	Beach Volley	Ocean	80%
7	(-)	Interphase	Imageworks	89%
8	(6)	Power Drift	Activision	82%
9	(3)	Strider	US Gold	93%
10	(18)	Robocop	Ocean	90%
11	(-)	Battle Squadron	Electro Zoo	73%
12	(10)	Falcon	Mirrorsoft	93%
13	(7)	Kick Off	Anco	84%
14	(-)	Altered Beast	Activision	69%
15	(9)	F16 Combat Pilot	DI	76%
16	(-)	Dalglish Soccer	Cognito	51%
17	(-)	Extra Time	Anco	85%
18	(15)	Gunship	Microprose	87%
19	(16)	Lombard RAC Rally	Mandarin	83%
20	(-)	Test Drive 2	Accolade	93%

Batmania continues for another month, but right on the Batmobile's bumper is Stunt Car Racer which leaps into second place. Electronic Zoo get off to a good start with Battle Squadron, their polished but uninnovative blaster, and Anco's Kick Off add-on, Extra Time makes it into the chart's nether regions.

PG'S TIPS

IT CAME FROM THE DESERT: Cinemaware's best yet. Didn't make it into this month's chart, but could well feature prominently in next month's.
CHASE HQ: All the thrills and spills of the cop car coin-op, courtesy of Ocean.
GHOULS 'N' GHOSTS: Spiffy conversion by USG is finally out and sure to prove popular in the shires.

OUTSIDE BET

THE UNTOUCHABLES: Action-packed licence of the movie shows great promise.

ATARI ST TOP 20

ST owners obviously like their driving games. In a single bound Hard Drivin' leaps straight to the top, displacing former number one, Stunt Car Racer. Strange that ST fans haven't taken to Batman, but at least the Indy Adventure is finally making some impact.

PG'S TIPS

CHASE HQ: Bloomin' marvellous race and chase action in Ocean's coin-op conversion.
GHOULS AND GHOSTS: Software Creations' excellent translation of the fantastic arcade game.
DAMOCLES: The long-awaited 3D mega-quest should be out by the time you read this.

OUTSIDE BET

TURBO OUTRUN: Perhaps not the most technically accomplished racing game, but should at least sell on the strength of the name.

1	(-)	Hard Drivin'	Domark	92%
2	(-)	Strider	US Gold	93%
3	(1)	Stunt Car Racer	Microprose	94%
4	(4)	Continental Circus	Virgin	79%
5	(4)	Xenon II	Mirrorsoft	96%
6	(-)	Interphase	Imageworks	89%
7	(7)	TV Sports Football	Mirrorsoft	87%
8	(2)	Strider	US Gold	93%
9	(-)	Extra Time	Anco	85%
10	(-)	Beach Volley	Ocean	80%
11	(8)	Centrefold Squares	CDS	66%
12	(-)	Batman	Ocean	85%
13	(5)	Paperboy	Elite	69%
14	(9)	Promised Lands	EA	85%
15	(6)	Kick Off	Anco	84%
16	(-)	Dalglish Soccer	Cognito	51%
17	(11)	Ferrari Formula 1	EA	69%
18	(-)	Indy - Last Crusade	US Gold	95%
19	(13)	Altered Beast	Activision	69%
20	(-)	Power Drift	Activision	81%

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

THE C+VG CHARTS

ALL FORMA



▲ Swinging to the top, it's Batman!



▲ Altered Beast metamorphoses at number 18.



▲ Rampage, now rampaging around number 13.



▲ Strider goes for a slash at number 12.

		GAME	COMPANY
1	(2)	BATMAN-MOVIE	OCEAN
2	(1)	PAPERBOY	ENCORE
3	(7)	ROBOCOP	OCEAN
4	(11)	POWER DRIFT	ACTIVISION
5	(-)	STUNT CAR	MICROPROS
6	(10)	GHOSTS/GOBLINS	ENCORE
7	(13)	CONT CIRCUS	VIRGIN
8	(4)	CRAZY CARS	HIT SQUAD
9	(-)	SHORT CIRCUIT	HIT SQUAD
10	(-)	UNTOUCHABLES	OCEAN
11	(-)	HARD DRIVIN'	DOMARK
12	(5)	STRIDER	US GOLD
13	(20)	RAMPAGE	HIT SQUAD
14	(16)	COBRA	HIT SQUAD
15	(18)	CABAL	OCEAN
16	(6)	BARBARIAN	KIXX
17	(3)	MANSELL'S GP	MARTECH
18	(9)	ALTERED BEAST	ACTIVISION
19	(14)	WIZBALL	HIT SQUAD
20	(-)	DOUBLE DRAGON	MELB HSE

It doesn't come as much of a surprise to find Batman at the top of the chart now that it's selling across all formats, but Paperboy certainly gave it a run for its money. Robocop is back at the top of the chart, no doubt because of the

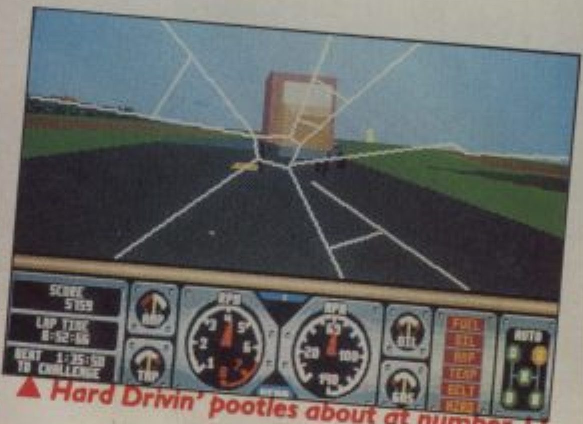
AATS TOP 20

ANY	SPEC	AMS	C64	ST	AM
N	●	●	●	●	●
RE	●	●	●	-	-
N	●	●	●	●	●
ISION	●	●	●	●	●
OPROSE	●	●	-	●	●
RE	●	●	●	-	-
N	●	●	●	●	●
UAD	●	●	●	●	●
UAD	●	●	●	-	-
N	●	●	●	●	●
RK	●	●	●	●	●
LD	●	●	●	●	●
UAD	●	●	●	●	-
UAD	●	●	●	-	-
N	●	●	●	●	●
	●	●	●	-	-
ECH	●	●	●	●	●
SION	●	●	●	●	●
UAD	●	●	●	-	-
HSE	●	●	●	●	●

extra publicity gained from Ocean's ad on the recently released video. Stunt Car Racer finally makes it out and motors straight on up, and deservedly so, we say!

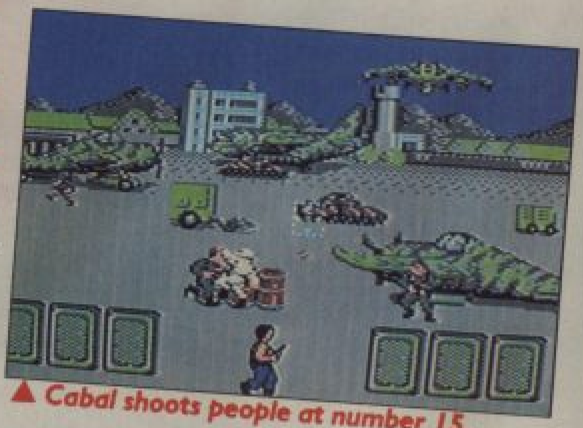


▲ The Untouchables stop for arrest at number 10.


▲ Hard Drivin' pootles about at number 11.



▲ Continental Circus, not out of the race yet.


▲ Cabal shoots people at number 15.

THE C+VG CHARTS

C64 TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	52%
3	(-)	Stunt Car Racer	Microprose	93%
4	(8)	Power Drift	Activision	59%
5	(4)	Ghosts 'n' Goblins	Encore	90%
6	(12)	Robocop	Ocean	84%
7	(-)	Untouchables	Ocean	85%
8	(5)	Cabal	Ocean	85%
9	(9)	Cobra	Hit Squad	38%
10	(3)	Top Gun	Hit Squad	29%
11	(6)	Strider	US Gold	85%
12	(-)	Short Circuit	Hit Squad	62%
13	(7)	Wizball	Hit Squad	92%
14	(-)	Rampage	Hit Squad	62%
15	(20)	Nigel Mansell's GP	Alternative	71%
16	(-)	Father Christmas	Alternative	70%
17	(-)	Double Dragon	Melbrne Hse	45%
18	(-)	100% Dynamite	Ocean	88%
19	(11)	Strider	US Gold	85%
20	(19)	Altered Beast	Activision	73%

The festive present-buying season has meant that full price games have nudged out a lot of the budget tat. Batman finally displaces the rogue Paperboy to take top spot and the superlative Stunt Car Racer motors straight into the number three position.

PG'S TIPS

TUSKER: Smart arcade adventure from System 3 could well ride high.
MYTH: Just hitting the shelves now. Tremendous graphics and lots of arcade adventuring.
OPERATION THUNDERBOLT: Should be out and selling like hot cakes by this time next month.

OUTSIDE BET

CHASE HQ: Pretty bad conversion, but might well sell on the strength of the name alone.

SPECTRUM TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	83%
3	(14)	Robocop	Ocean	87%
4	(-)	Hard Drivin'	Domark	75%
5	(-)	Untouchables	Ocean	85%
6	(-)	Crazy Cars	Hit Squad	60%
7	(-)	Rampage	Hit Squad	72%
8	(-)	Op Thunderbolt	Ocean	85%
9	(-)	Cabal	Ocean	70%
10	(5)	Short Circuit	Hit Squad	64%
11	(13)	Ghosts 'n' Goblins	Encore	88%
12	(-)	Power Drift	Activision	59%
13	(18)	Batman 3D	Hit Squad	86%
14	(17)	Enduro Racer	Hit Squad	84%
15	(-)	Continental Circus	Virgin	73%
16	(4)	N Mansell's GP	Alternative	75%
17	(9)	Soccer 7	Cult	75%
18	(12)	Top Gun	Hit Squad	83%
19	(6)	Barbarian	Kixx	82%
20	(11)	T I Dizzy	Code Mstrs	75%

As in the Commodore chart, Batman and Paperboy have swapped positions during the month to leave Batman on top. The release of Robocop on sell-thru video and Ocean's ad on the tape seem to have revived the game, which was flagging at number 14 last month.

PG'S TIPS

DIZZY III: You Spectrum owners seem to go ape over the Dizzy series, and this one promises to be the best of the lot.
MYTH: Absolutely astounding arcade adventure. The best original Spectrum game we've seen for months.
GHOULS 'N' GHOSTS: Remarkably good conversion of the Capcom knight-in-shining-armour romp.

OUTSIDE BET

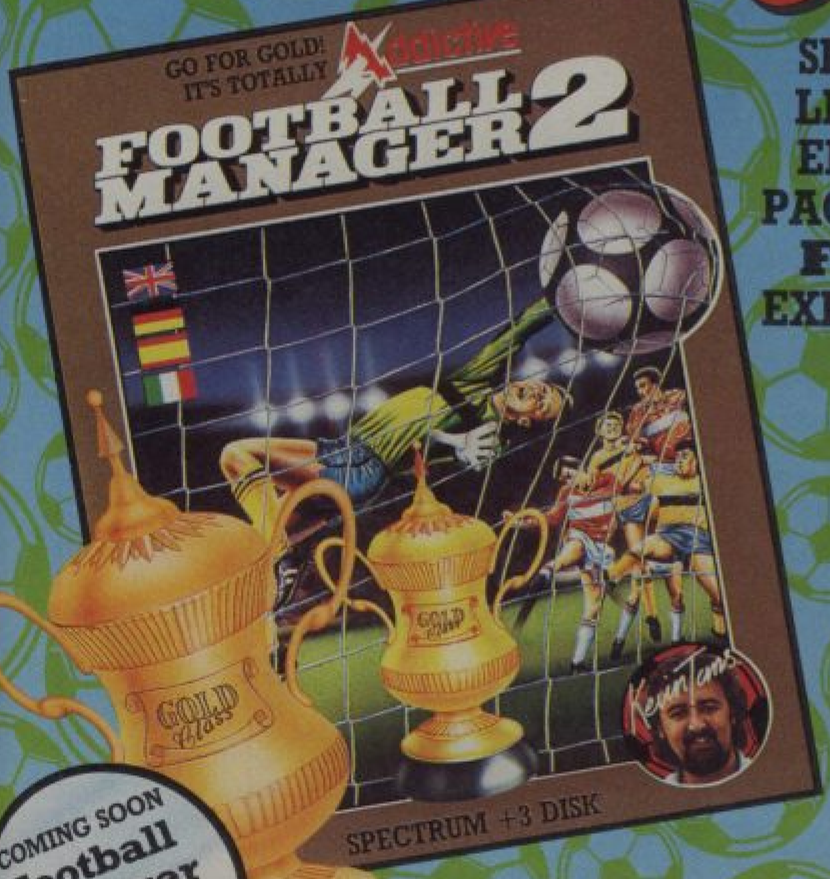
NINJA WARRIORS: A bit of an obscure coin-op, but the super slashing and bashing action should make it a big seller.

THE C+VG STAFF'S CURRENT GAME OBSESSIONS
JULIAN RIGNALL: BLACK NIGHT (PINBALL), MR HELI (PC ENGINE), FORGOTTEN WORLDS (MEGADRIVE), COBRA TRIANGLE (NINTENDO)
PAUL GLANCEY: MR HELI (PC ENGINE), INDIANAPOLIS 500 (PC), SUPER HANG ON (MEGADRIVE), LIFE FORCE (NINTENDO)
PAUL RAND: SUPER MARIO BROTHERS III (NINTENDO), DRAKKHEN (AMIGA), MR HELI (PC ENGINE), RAMBO III (MEGADRIVE)

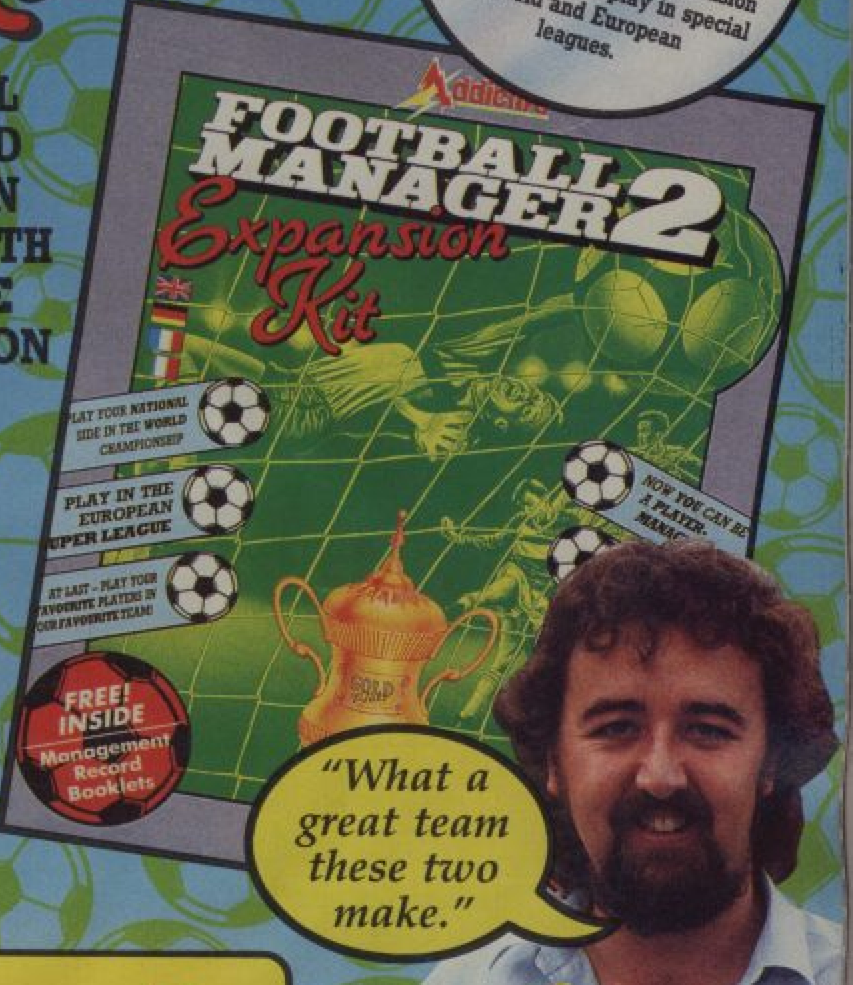
FOOTBALL MANAGER 2 & FM2 Expansion Kit

Britain's favourite football management game! An all time bestseller featuring animated match highlights, transfer markets, four leagues, two cups, financial records, player injuries, man to man marking, choice of playing styles, full result tables, sponsorship and more ... **Often imitated, never equalled.**

This special customiser will make your favourite football management game even more manageable, allowing you to change team and player names, finances, points, starting division, strip colours (except PC); using the Expansion Kit, you can even play in special World and European leagues.



SPECIAL LIMITED EDITION PACK WITH FREE EXPANSION KIT.



COMING SOON **Football Manager World Cup Edition**

Kevin Toms

What the press said ...

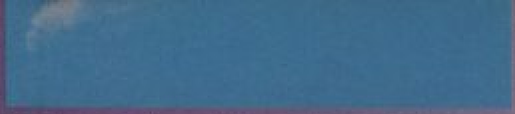
"Addictiveness ... Do I have to give it back?" AMSTRAD CPC COMPUTING.
"It's superb." ST USER.
"The role of manager is highly involving, a feeling enhanced by watching the match sequences." AMIGA USER INTERNATIONAL.
"Spectacular graphics and tactics, it offers unlimited action and even more fun and excitement." POPULAR COMPUTING WEEKLY.
"Addictive? You betcha." YOUR SINCLAIR.
"Real football fans everywhere will love it. A leader in its field." CRASH.

"Football fans will be instantly hooked." ZZAP 64.
"If you liked the original buy this, if you like a challenge ... or are football crazy, buy this, its well written, well presented and (ahem) well wicked." AMSTRAD USER.
"This game has everything... what is really astounding is the sheer playability. My favourite strategy game on the Spectrum, no contest." SINCLAIR USER.

	Usual R.R.P. of FM2 and Expansion Kit	Special Limited Edition Pack R.R.P.
SPECTRUM 48/128K	~~£17.98~~	£9.99
AMSTRAD Cassette	~~£17.98~~	£9.99
AMSTRAD Disk	~~£27.98~~	£14.99
CBM 64/128 Cassette	~~£17.98~~	£9.99
CBM 64/128 Disk	~~£27.98~~	£14.99
AMIGA	~~£32.98~~	£19.99
ATARI ST	~~£32.98~~	£19.99
IBM P.C.	~~£32.98~~	£19.99

Addictive LIVE THAT DREAM

Prism Leisure Corporation Plc, Unit 1, Baird Road, Enfield, Middlesex, EN1 1SJ.



REVIEW

▶ AMIGA ST

DRAK

BY INFOGRAMES

It was after a brave paladin had been hung, drawn and quartered for slaying the last living dragon that the world's spellcasters found their magic failing. Since that day, turmoil had erupted with a multitude of disasters ravaging the kingdom. In the meantime, the good ship Shadrak, while on a trading mission, had become separated from its escort vessels when its powerless wind-wizard could not summon a breeze to fill the sails. Yet the ship was drawn northward by an unknown force, until it finally grounded on the shores of an uncharted island. Before the crew could investigate further, they were attacked and almost wiped-out by an army of creatures, half man, half lizard, the Drakkhen.

The survivors of the battle were led to a huge palace where they were told of a Drakkhen plan to wipe out the human race and instigate a new age of dragons.

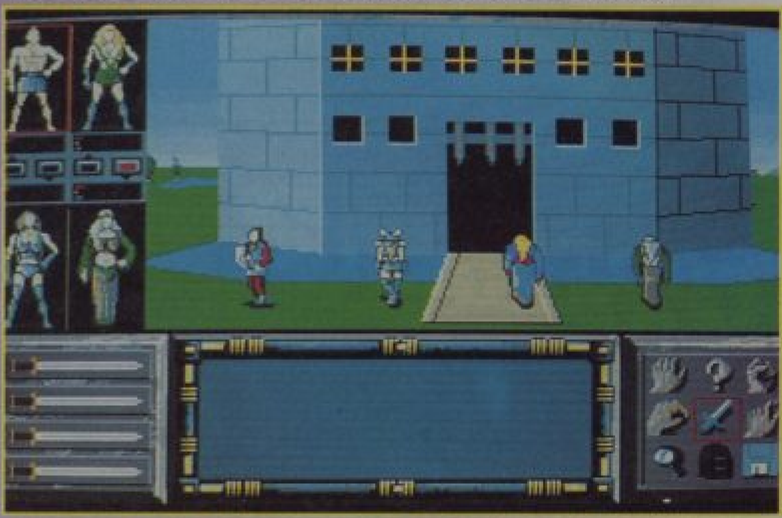
But the resourceful band escaped their captors, returned to the Shadrak and sailed back to their homeland to alert their people of the plight which would soon befall them. The nation's four bravest adventurers were given the task of sailing back to the Drakkhen island and wiping out the whole race.

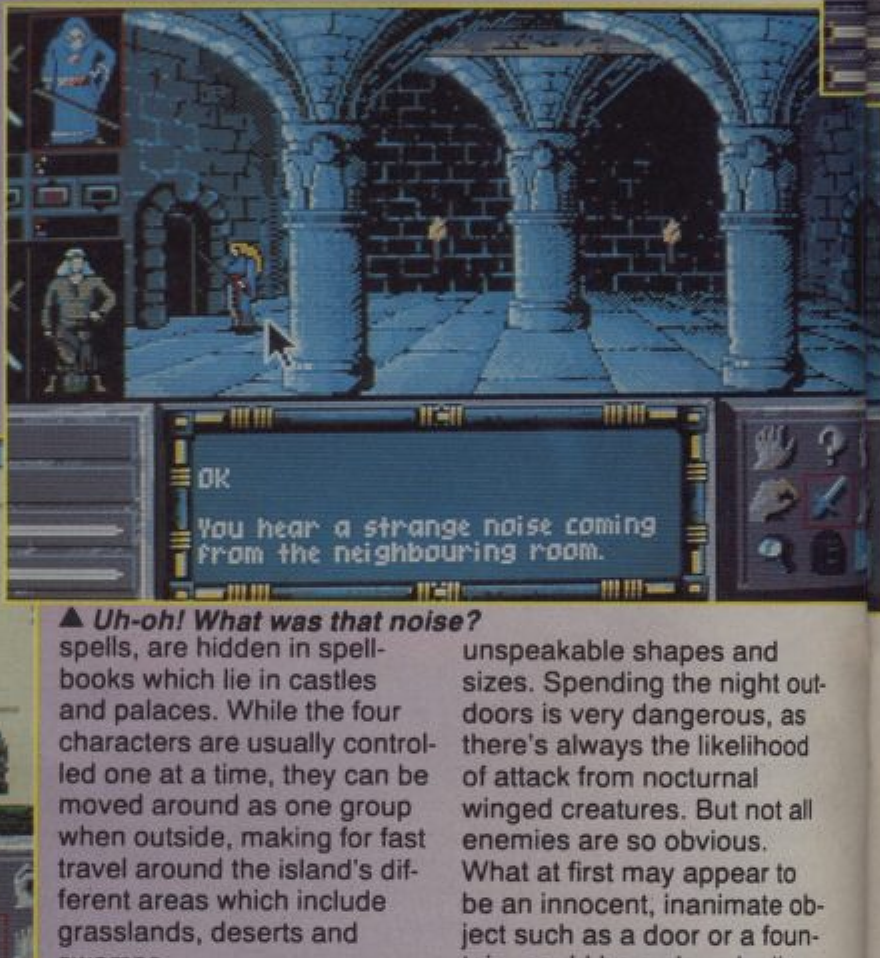
Doing so would be difficult. The only clue was in the wind-wizard's tale - while at the Drakkhen's palace, he noticed an immense reptilian statue, it's eyes shedding eight tears for the dragon race. During the conversation with the Drakkhen High Priest though, it was discovered that nine tears were shed, the last one for the humans who were to suffer at the claws of the dragons. This tear, in the form of a jewel, would have to be found by the adventurers if mankind were to stand any chance of survival.

Starting on a path not far from a castle, you have to take the party across the length and breadth of the 3D landscape, finding clues and killing monsters in your search for the Ninth Tear. Each member of the team begins with pretty puny weapons and armour, but these can be beefed up during the journey. As the dragons emit a massive amount of magical energy, a limited number of spells are available to the characters ranging from bolts of lightning to healing spells. As with the weapons, extra spells, are hidden in spellbooks which lie in castles and palaces. While the four characters are usually controlled one at a time, they can be moved around as one group when outside, making for fast travel around the island's different areas which include grasslands, deserts and swamps.

The landscape is fraught with terrors. Drakkhen forces are everywhere, in all sorts of unspeakable shapes and sizes. Spending the night outdoors is very dangerous, as there's always the likelihood of attack from nocturnal winged creatures. But not all enemies are so obvious. What at first may appear to be an innocent, inanimate object such as a door or a fountain, could be a cleverly disguised demon, lying in wait to gobble up even the most fearless of adventurers.

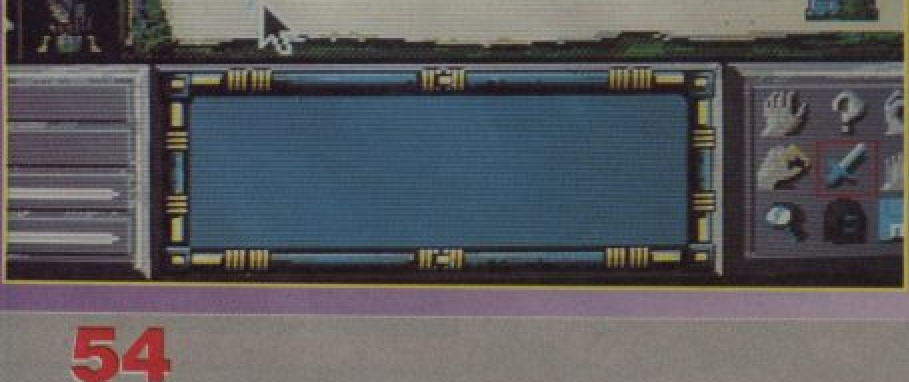
▼ *Outside the first dungeon, watching for sharks.*





▲ *Uh-oh! What was that noise?*

▼ *Morganna passes a dagger to her compatriot.*





KKHEN

▼ There's a secret passage in here... somewhere...





▲ A writhing demon rises from a shrine.



▲ This place is "desserted" (arf arf!)

Drakkhen has been described by many as a pretender to the throne sat upon by Dungeon Master, which is a silly thing to say as the two games have little in common, save for the fact that they're both viewed in three dimensions and both contain four main characters. In fact, Drakkhen is much more adventure-oriented than DM, which refuses to be anything but straight RPG.

The 3D effect while outdoors is very good indeed, with fast frame update and lots of objects around to break up the monotony of the otherwise flat earth.

Sampled sound effects add tremendous atmosphere to the game with a wealth of different noises including the rustle of leaves in the wind, crickets rubbing their legs together at night and the blood-curdling screams of monsters launching themselves at the valiant foursome.

On the subject of the creatures to be found in the game, some of them are absolutely enormous, with horrible, gnashing fangs and bloodshot eyes - I particularly like the wolf's head which springs from the fountains at the crossroads!

My one and only whinge is that the game lacks any sort of compass, which would have been extremely useful in finding your way around Drakkhen. I suspect that you need to use the positions of the sun and stars to plot your course. Very realistic, I suppose, but unfortunately I've never been very good at astronomy.

Drakkhen is a well-presented, addictive piece of adventuring, which comes complete with an enjoyable novella containing lots of clues. As I said, lack of a simple direction finder is a problem, but if you can overcome this (say by learning how to chart the stars) then you'll soon find yourself being dragged into the dangerous world of dragon-bashing.

PAUL RAND

UPDATE

Sorry, all you owners of anything other than an ST or Amiga; Infogrames have no immediate plans to release Drakkhen on anything other than these two machines.

ST	£29.99

The only difference between this and the Amiga version is a not-quite-so-subtle colour fade on the horizon. If this is the sort of game which appeals to you, then make a trip to your nearest stockist and snap it up!

OVERALL 83%

AMIGA	£29.99
GRAPHICS	88%
SOUND	88%
VALUE	79%
PLAYABILITY	80%

Playability suffers from one or two silly omissions, but otherwise Drakkhen is a super game which should satisfy the adventuring spirit in most of you.

OVERALL 83%

BUDGET

SUPERTANK SIMULATOR

CODE MASTERS

SPEC £2.99

A horrible, nasty piece of software which could put Spectrum owners off games playing for life. Don't even think about buying it.

OVERALL 19%

Oh dear, another dodgy arcade game disguised as a simulator and wrapped up in a load of self-congratulating waffle. This time it's a marginally upgraded version of that crusty old Atari 2600 cartridge, Tank Pong - guide your "super" (ha ha) tank through eight war-torn battle zones, blasting the pants off the enemies which you meet on the way.

The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant" and the rest which is

The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant" and the rest which is emblazoned across the inlay is hype, then you deserve to waste your money on this complete load of old rubbish, instead of buying one of the other brilliant games reviewed this month.





RENEGADE

HIT SQUAD

SPEC £2.99

Crisp, monochrome graphics work well in this well-programmed arcade beat 'em up, which is a snip at its new three pound price tag.

OVERALL 86%

AMSTRAD £2.99

Great sprites and backdrops, as well as the same high level of addiction as the others, make Amstrad Renegade the best of the bunch!

OVERALL 88%

C64 £2.99

The graphics aren't as nicely defined as those on the Spectrum, and the control system is a tad iffy, but Renegade is still a worthwhile buy.

OVERALL 80%

Mr Renegade is a real hard guy, and he's only happy when gangs of hoodlums kidnap his girlie, so that he can hunt 'em down and beat 'em up. So it comes as no surprise when you find out that's exactly what he's doing in Ocean's re-released coin-op conversion. Do your stuff across the five areas of Subway, Pier, Sleazy Street, End Street and the interior of Mr Big's hideout, doling out the damage to a variety of yobbos which inhabit each level. Clear each stage before the time limit runs out, and make sure you don't lose all your three lives in the process - otherwise it's bye bye to you and yer gal.

Renegade was a smashing piece of fisticuff frolics when it was first released, and nothing has changed this time round. Still highly playable, the game keeps you on your toes from beginning to end with a mixture of fine graphics and absorbing gameplay. Don't miss it!

PREDATOR

HIT SQUAD

Originally released by Activision, the player moves Arnie through four enemy-filled jungle levels in his search for a missing helicopter and its crew. All is not as it seems, though, because out there in the dense undergrowth is an alien hunter - and you're its prey!

Four levels may not sound like a lot, but the lack of stages is compensated for by some incredibly tough gaming, with poor Arnie chopping and changing guns as if they were socks! Graphics are of well above average quality, especially the main Schwarzenegger sprite which sports a trendy flat-top hairstyle.

A brilliant game which captures the spirit of the film and, indeed, the star himself. Miss this at your peril!

C64 £2.99

Mega-tough arcade blasting in the more than amicable company of Schwarzenegger and Co - in other words, a fab piece of re-released software!

OVERALL 90%

AMSTRAD £2.99

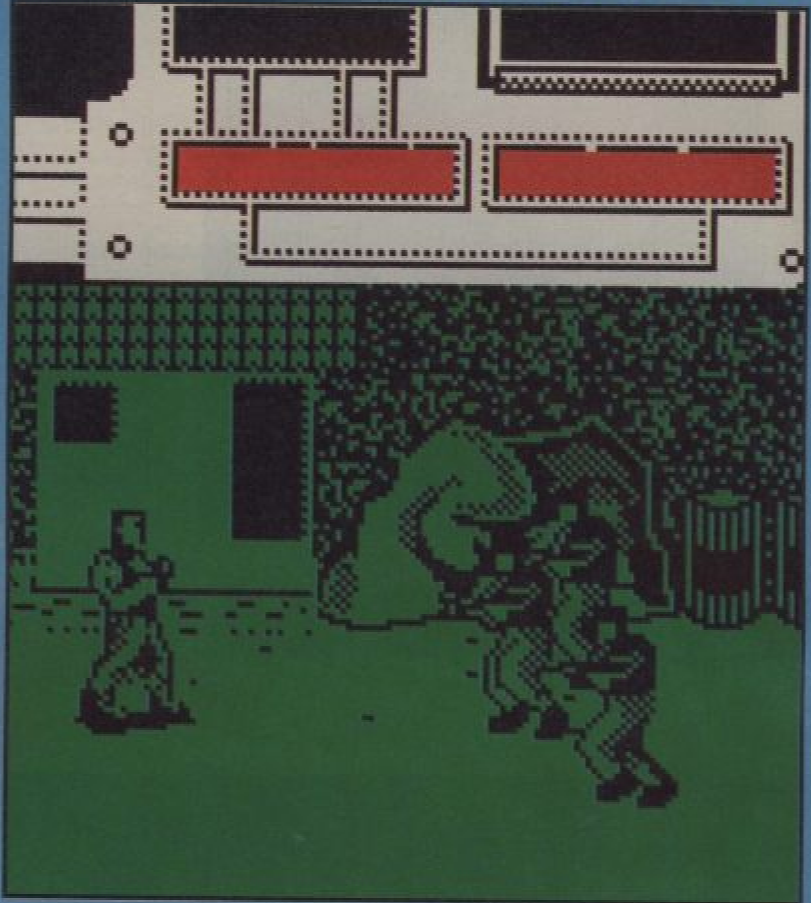
The colourful graphics of the C64 version and the Spectrum's difficulty level combine in Amstrad Predator to give CPC owners a smashing game.

OVERALL 90%

SPEC £2.99

A mostly green screen lessens the overall impact of the game, but the larger sprites and even trickier play make up for Predator's monochromatic shortfalls.

OVERALL 83%



PING PONG

HIT SQUAD

Converted from the Konami arcade machine of the same name, one or two table tennis addicts take part in this 3D battle of the balls. Each player controls a ping-pong bat, situated at each end of the table, the aim being simply to hit the ball and attempt to make your opponent miss. Tournaments last for three games, the winner of game being the first person to score eleven points.

With a variety of different shots available to the budding mini-Becker, Ping Pong is a cheap and cheerful little number which will warm the cockles of every sports sim addict's heart.

C64 £2.99

Fast bat 'n' ball action for one or two players, Ping Pong makes for addictive sporting excitement on the little screen - a lot better than watching the snooker!

OVERALL 81%



AMSTRAD £2.99

Absolutely no difference between this and 64 Ping Pong. Buy it - it's brill.

OVERALL 81%

SPEC £2.99

Apart from a loss of colour, this Spectrum version is as good as the C64 game - if you're a fan, don't hesitate in saying "this one please" to the shopkeeper.

OVERALL 81%

COMBAT SCHOOL

HIT SQUAD

Lace up yer Doc Martens an' get yer 'air cut, you 'orrible little shower, and make yer way down to the Combat School on the double, to partake in seven gruelling rounds of Marine training. From a horizontally scrolling assault course to a yomp through muddy waters, one or two raw recruits must waggle that joystick until their arms break - and then some more - if they want to escape the wrath of the Sargent Major; cross him and it's chin-ups for you, my lad. Complete the training and you're assigned a dangerous mission, utilising some of the skills you learned at Marine Camp.

This is a truly mind-blowing conversion of the much-loved arcade smash, which calls on all your reserves of strength (as well as at least two spare joysticks!) for you to be in with any chance of success. Almost a scaled-down copy of the original, and sporting an amazing remix of "I Wanna Be Your Drill Instructor" from the film Full Metal Jacket, £2.99 is a minuscule price to pay for a multi-event game of this calibre.



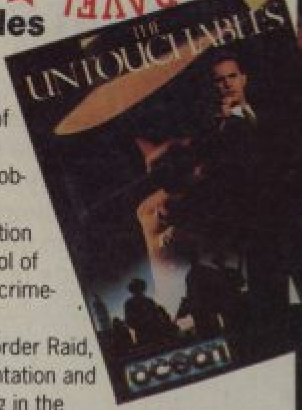
C64 £2.99

Combat School is just so good, you'll want to go and get your head shaved before loading it. First rate arcade action at a ridiculously low price.

OVERALL 92%

1

The Untouchables
from Ocean



Re-live the knife existence of Elliot Ness in his struggle against the retribution of mobster Capone.
The ultimate six exciting action sequences put you in control of Elliot Ness's elite squad of crime-busters.
Alleyway shootouts, The Border Raid, The Railway Station confrontation and Warehouse bust culminating in the thrilling rooftop duel as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

The Untouchables

		PRICE	CODE
Commodore 64	Cass	£ 9.99	BF801CC
Commodore 128	Disk	£14.99	BF802CD
Spectrum 48K	Cass	£ 9.99	BF803SC
Spectrum +3	Disk	£14.99	BF804SD
Amstrad CPC	Cass	£ 9.99	BF805AC
Amstrad CPC	Disk	£14.99	BF806AD
Atari ST	Disk	£19.99	BF807ST
Amiga	Disk	£24.99	BF808AM



THE BI

An INCREDIBLE way to buy the month's top titles!

CHOOSE ANY ONE –

BIG FOUR MAIL ORDER

• Fast delivery
• Friendly service
• Fabulous savings

We're backed by the resources of one of Britain's most successful publishers so you can order with confidence.

It's so simple!

You may find it hard to believe that we're GIVING away software but it's true. You simply buy any of the titles on this page at the normal retail price listed and then you can pick any other title (or the same title on a different format) absolutely free of charge!

The only condition is that the value of the free game must not be greater than that of the game you're paying for.

Apart from that there are no strings attached. It's literally TWO for the price of one! Or FOUR for the price of two...the sky's the limit! Have you ever seen a better offer...?

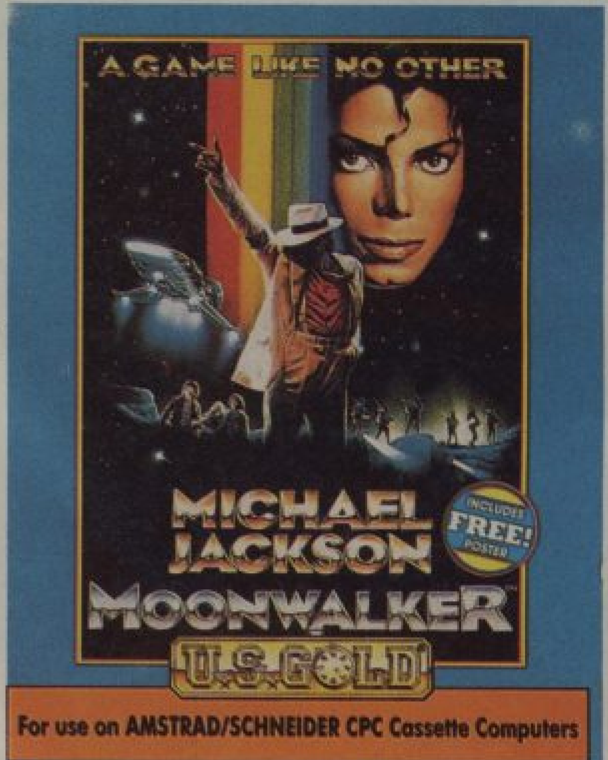
FIRST CLASS POST, PACKING & VAT, INCLUDED

3

Michael Jackson Moonwalker
from U S Gold

After conquering the world of pop music, Micheal Jackson channelled his energy and talent into making his first film. Now U S Gold present the home computer version of that film, endorsed by the Superstar himself. Feel the rhythm in Club 30, transform into a futuristic silver robot and ultimately beat the drug peddling MR BIG in the unique world of MOONWALKER - a game like no other.

"You will be unable to tear yourself away from the screen even when it's way past midnight"
Mark Higham - ST Format



Moonwalker

		PRICE	CODE
Spectrum 48K	Cass	£ 9.95	BF816SC
Spectrum + 3	Disk	£14.95	BF817SD
Commodore 64	Cass	£ 9.95	BF818CC
Commodore 128	Disk	£14.95	BF819CD
Amstrad CPC	Cass	£ 9.95	BF820AC
Amstrad CPC	Disk	£14.95	BF821AD
Atari ST	Disk	£19.95	BF822ST
Amiga	Disk	£19.95	BF823AM





2



Laser Squad
from Bladesoft

Laser Squad combines strategic skill with the use of grenades and a variety of automatic weapons to defeat your foe. You can take the part of hunter or hunted - play with a friend and take turns at opposing roles. One player option plays against artificial intelligence so highly develped it bites!

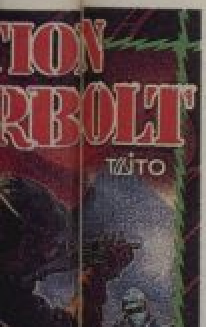
"Laser Squad is a terrific game that is superbly playable and can definately be recommended as one for the library of any gameplayer." **Andy Smith, Amiga Format**

Lazer Squad

		PRICE	CODE
Spectrum 48	Cass	£ 9.95	BF809SC
Amstrad CPC	Cass	£ 9.95	BF810AC
Amstrad CPC	Disk	£14.95	BF811AD
Commodore 64	Cass	£ 9.95	BF812CC
Commodore 128	Disk	£14.95	BF813CD
Atari ST	Disk	£19.95	BF814ST
Amiga	Disk	£19.95	BF815AM



– GET ONE FREE!





4

Operation Thunderbolt
from Ocean

Follow up to last years No 1 hit "Operation Wolf".
The game brings you enhanced shoot-em up action for one or two players. Thunderbolt not only reporduces the horizontally scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries! Use the laser sight, or the bulletproof vest, but watch out for those air-to-ground missles.

"Brilliant is the only way to describe Thunderbolt" - not a game for the faint-hearted"
Trenton Webb -Amstrad Action

Operation Thunderbolt

		PRICE	CODE
Spectrum 48K	Cass	£ 9.99	BF824SC
Spectrum +3	Disk	£14.99	BF825SD
Amstrad CPC	Cass	£ 9.99	BF826AC
Amstrad CPC	Disk	£14.99	BF827AD
Commodore 64	Cass	£9.99	BF828CC
Commodore	Disk	£14.99	BF829CD
Atari ST	Disk	£19.99	BF830ST
Amiga	Disk	£24.99	BF831AM

ORDER HOTLINE 0458 74011

Post to: Big Four Mail Order, The Old Barn, Somerton, Somerset TA11 7PY

YES, **I want to take advantage of this remarkable way of buying software.**

The game(s) I would like to BUY are:

Title	Machine	Order Code	Price

The game(s) I would like FREE are: (You may claim one free title for each game bought. The total price of the free game(s) must not be greater than the total price of the paid-for game(s).)

Title	Machine	Order Code	Price
			FREE!
			FREE!

NAME

ADDRESS

POST CODE

PAYMENT BY: ☐Cheque ☐Access ☐Visa

CREDIT CARD NUMBER

EXPIRY DATE

Please make cheques payable to "Big Four Mail Order".

CVG02/90

BUDGET

PSYCHO CITY
PLAYERS

Being the only honest copper on the streets of New York is just no fun any more. Your job is to round up a load of stolen gear, and blow away a formidable cast of street scum. Bazookas and other weapons are cunningly hidden in "trashcans", but BE CAREFUL, because some bins are booby-trapped, and muggers and hitmen hide in others, just waiting to leap out and stick yer with their switchblades.

To be honest, this isn't the paragon of 3D arcade adventuring. The action is slow and tedious, the hoodlums are nigh on invincible and the sound is horrendous. Spend the money on War Machine instead.



AMSTRAD £1.99

Pretty poor arcade adventure, spoilt by slow and annoying gameplay.

OVERALL 51%

ALADDIN'S MAGIC LAMP
NEW LINE SOFTWARE



First title on this new Scandinavian label stars the famed principal boy's mate, the genie, who is off to rescue Mrs Aladdin from the clutches of the evil old uncle. The genie has to drive his magic lamp through five sideways-scrolling "time zones", zapping bubbles, disembodied heads and other abstract metallic shapes until he gets to the big mutha at the end of the zone. There's a very unadventurous extra weapons system which provides various forms of fire in different directions.

The graphics are very pretty, with some great sprites and super-smooth scrolling backdrops, and the loudspeaker jigs to subdued Euro-pop and crisp sampled smashes.

AMIGA £9.95

A cheap, but very basic shoot 'em up. It's fun for a while, but can only be recommended to blasting fans on a tight budget.

OVERALL 72%



C64 £2.9

Smart graphics and sound but the gameplay suffers because of a supernatural level of difficulty.

OVERALL 59%

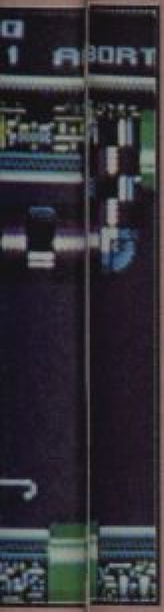
WAR MACHINE
PLAYERS PREMIER

An alien syndicate has taken control of an asteroid mining installation and it's down to you to find four bits of a super-weapon and use it on the queen alien before she takes over and starts filling the place with baby aliens. The mine is a platform-packed multiscreen labyrinth hiding all sorts of nasty surprises, but you're well-equipped to do battle with the best (or worst) of 'em.

War Machine is definitely







£2.9
sound,
ffers
atural

59%

SHARK
PLAYERS PREMIER

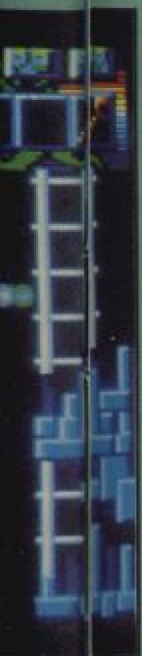
The Shark of the title is a new super-sub which you have to pilot into the Atlantic 5 seabase to rid it of the cheeky Snake brothers who have moved in without permission. In fact, they're so cheeky that not only have they moved in, they've invited a load of reptilian mates round as well!

The Snakes aren't the only cheeky ones, though. This is the second game by Players (the first being Task Force) which looks disconcertingly similar to the old Hewson blaster, Cybernoid. The screen layouts are similar, the controls are the same, even the extra weapons are practically identical. But of course the copy isn't as good as the original and Shark is made ridiculously difficult by the heavily armoured enemy ships which populate the corridors and are so tough that they have to be shot at least eight times before they explode!

SPEC £2.99

Again, Shark looks and sounds neat, but it's plagued by the same piddly weapon problems, so it's not as much fun as it could have been.

OVERALL 56%



the best budget release of the month. The gameplay is compelling, the graphics are very colourful, and there are some really pretty special effects which give the game that bit of extra polish that's so often missing from Amstrad budget titles.

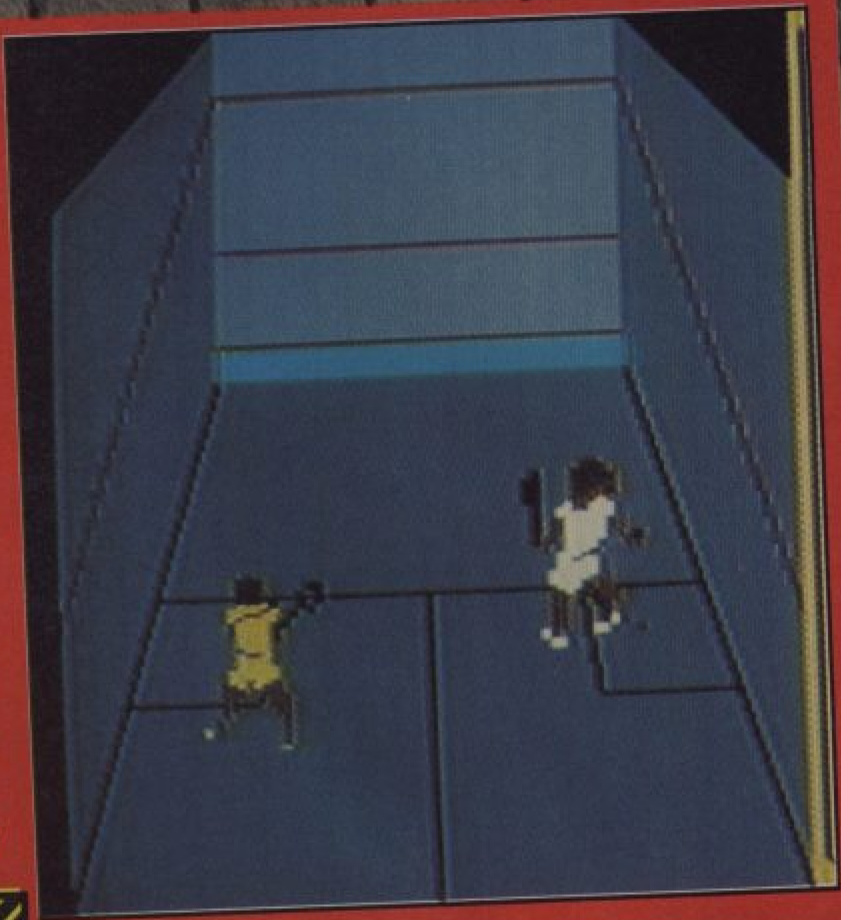
AMS £2.99

Superb arcade adventuring action. One of the few budget arcade adventures really worth playing.

OVERALL 88%

JONAH BARRINGTON'S SQUASH
MASTERTRONIC PLUS

This rerelease features not only Jonah Barrington's name (he's very big in the squash world, by the way), but also his voice, which can be heard gargling the scores and telling the players off for missing shots. The speech is probably the game's only high point, because the actual action is so confusing. Placing your player in a position from where he can return the ball is so difficult that more often than not whoever serves wins the point. As a squash game this is no more enjoyable than playing on my old Binatone TV game.



C64 £2.99

Squash isn't the most exciting sport to simulate in the first place, and this computer version isn't going to keep you glued to the joystick.

OVERALL 49%

SPEC £2.99

Finer graphics so it's not quite so difficult to see what's going on, but it's still not hours of fun.

OVERALL 50%

AMS £2.99

Very similar to the Spectrum version, so, again, OK, but not terrific fun.

OVERALL 51%

SAILING
MASTERTRONIC

Well splice me mainbrace! "What," I thought, "could be more boring than a 3D sailing simulation?" But, no, this is a surprisingly enjoyable game - a bit like a more subdued Pole Position. You get to design your yacht then sail it against the international opposition, working your way up through a sort of world league.

Success is apparently all down to judiciously hoisting and lowering your spinnaker, and tacking into the breeze like a mad thing, but it really isn't as complicated as it sounds. The sound chip makes appropriate "SWOOOSSHHH" noises and the horizon dips and rolls convincingly - any more realistic and you'd be throwing up over the side.

AMS £2.99

Not much difference between this and the C64 version, except, perhaps, slightly clearer graphics.

OVERALL 83%

SPEC £2.99

Again, it's only graphical differences which separate this from the other versions.

OVERALL 80%

C64 £2.99

Hardly a mainstream subject, but an entertaining game nonetheless. Worth trying if you're after something different.

OVERALL 82%






TM
BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city — BATMAN.
"Go with a smile and get this extravaganza (probably better than the film!) What a game! ... another excellent movie tie-in from Ocean." Crash
A CRASH Smash
"a superb game, and captures the atmosphere and excitement of the movie perfectly ... the most effective sprite-based 3D gamery I've seen ... definitely the best film tie-in yet – make sure you don't miss the game." C&VG
SINCLAIR USER CLASSIC
C+VG HIT!
"One of the year's best C64 games! THE Film tie-in for quality, presentation and slickness. A wonderful package with an incredible atmosphere to match." ZZap
GOLD MEDAL AWARD
"a faithful, supremely well executed and generally wazzy film conversion as you could ever hope to see" Your Sinclair
YOUR SINCLAIR MEGAGAME
BATMAN
BATMAN
BATMAN
ocean
TM & © 1964 DC Comics Inc.
Ocean Software Limited · 6 Central Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

UPDATE
Versions for the Amiga and PC are in the pipeline and they should emerge early on in 1990.

AQUANAUT

BY ADDICTIVE

Ooh excitement! The Earth's being invaded (again), but this time the bug-eyed space creatures have moved into the lost city of Atlantis from where they're planning to launch their final devastating attack on humankind. Luckily for us, there's one man who knows NO FEAR(!) and that man is ace aquanaut, Ric Flair.

In the first section Ric plunges into the murky, sideways-scrolling ocean depths. Swimming right, Ric has to dodge or rocket numerous hazards, including homing swordfish, tentacled jellyfish, barrels of nuclear waste and depth charges. A kindly quartermaster has dropped off some equipment pods, containing the tools you need to complete the game.

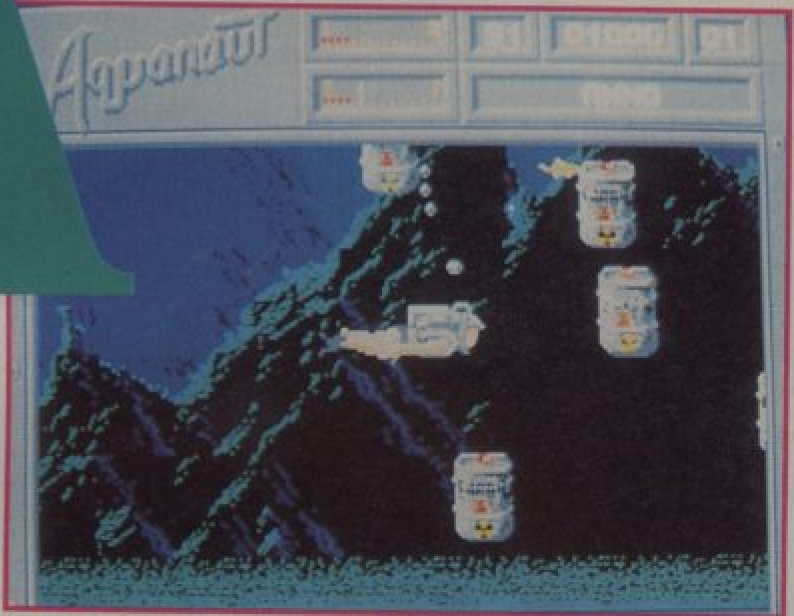
Graphically, this section is great - loads of big, well-animated sprites - and it's a pretty good blast too. My one complaint is that once a swordfish or a shark gets on your flippers you can have real problems getting rid of it because by the time Ric's turned around to shoot, he's been skewered.

The next section is a hunt through submarine caverns for the entrance to Atlantis. Useful items are scattered hither and thither, and it's up to you to work out what to use where.

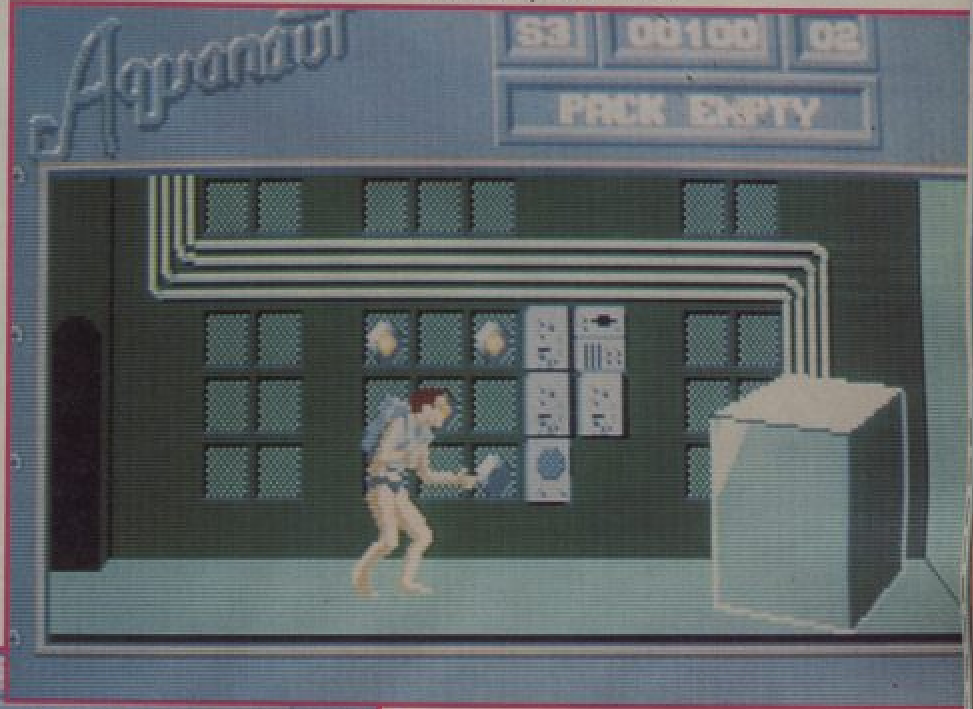
The final load is set in the corridors of Atlantis, which are positively swarming with Ramanishi aliens. As well as torching the Ramanishi spaceship, Ric has to find and release the four remaining Atlanteans. Again, it's a case of finding objects and using them in the right places, but this time he has Ramanishi guards to deal with. Unless he finds a better weapon, this means chucking knives at them before they can touch him. Again, this section is made tougher by the fact that Ric can't turn and fire instantaneously, so aliens simultaneously approaching from both sides can be extremely tricky to deal with. The puzzles are fairly logical, but some of the objects are so alien that it's anyone's guess what purpose they could possibly serve. Still, I suppose it all adds to the mystery.

Although it's not without its faults, Aquanaut is an entertaining sort of game. Each section has enough to keep you immersed ("immersed" - geddit?) for a good few months, and there's even a handy game save to save you from swimming over old ground. If you're after something out of the ordinary, check it out.

PAUL GLANCEY



▲ *Don't touch the nuclear waste!*



▼ *A transporter cube.*



▼ *Beware of the, er, dog?*

ST	£24.99
GRAPHICS	80%
SOUND	60%
VALUE	80%
PLAYABILITY	75%

An enjoyable combination of exploring and blasting games, made a bit over-difficult by one or two flaws.

OVERALL	76%



THE UNTOUCHABLES™
THE ULTIMATE
six exciting action sequences put you in control of Elliot Ness's elite squad of mafia-busters.
ALLEYWAY SHOOTOUTS
THE BORDER RAID
The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a
ROOFTOP DUEL
as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!
THE UNTOUCHABLES
LIVE AN AMERICAN LEGEND
TM & Copyright © 1987 by Paramount Pictures Corporation. All Rights Reserved.
SPECTRUM
COMMODORE
AMSTRAD
£9.99
ATARI ST
PC & COMPATIBLES
£19.99
AMIGA
£24.99
"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date"
Sinclair User
SINCLAIR USER CLASSIC
"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion"
Your Sinclair
YOUR SINCLAIR MEGAGAME
ocean
TOP SCORE
"Apart from the sheer thought apparent in the game design, there are the superb graphics"
Games Machine
"the film was great ... the game is even better. Great atmosphere ... the music is brilliant ... a spectacular combat game, an unbelievable package ... and utterly superb game."
Zzap
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650



FREE! TENSTAR PACK WORTH OVER £229!
FREE! - AMEGAS - by Players
FREE! - INSANITY FIGHT - by Microdeal
FREE! - ART OF CHESS - by SPA
FREE! - MERCENARY COMP - by Novagen
FREE! - BARBARIAN, ULT WARRIOR - by Palace
FREE! - TERRORPODS - by Psygnosis
FREE! - BUGGY BOY - by Elite
FREE! - THUNDERCATS - by Elite
FREE! - IKARI WARRIORS - by Elite
FREE! - WIZBALL - by Ocean
Commodore
AMIGA
ONLY £3.34 PER WEEK
RETURN COUPON FOR DETAILS
£346.95 +VAT= £399
INCLUDES FREE UK DELIVERY
The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE.
WHY SILICA SHOP?
Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:
THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.
AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.
FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.
FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.
PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.
FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.
But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.
PHOTON PAINT PACK
A500 Computer £399.99
TV Modulator £24.99
Photon Paint £69.95
TenStar Pack £229.50
TOTAL RRP: £724.43
LESS DISCOUNT: £325.43
PACK PRICE INC VAT: £399
1084S MONITOR PACK
A500 Computer £399.99
1084S Colour Monitor £299.99
Photon Paint £69.95
TenStar Pack £229.50
TOTAL RRP: £999.43
LESS DISCOUNT: £350.43
PACK PRICE INC VAT: £649
FREE FROM SILICA
When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.
FREE TENSTAR PACK
When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.
Amegas £14.95
Art Of Chess £24.95
Barbarian, Ult Warrior £19.95
Buggy Boy £24.95
Ikari Warriors £24.95
Insanity Fight £24.95
Mercenary Comp £19.95
Terrorpods £24.95
Thundercats £24.95
Wizball £24.95
£229.50
TOTAL RRP: £229.50 INC VAT
DO YOU OWN AN AMIGA?
If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.
SILICA SHOP:
SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm
LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE
LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm
To: Silica Shop Ltd, CVG02/90, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX
PLEASE SEND ME FREE LITERATURE ON THE AMIGA
Mr/Mrs/Ms: .... Initials: .... Surname: ....
Address: ....
Postcode: ....
Do you already own a computer
If so, which one do you own? ....





R-TYPE II

One of the greatest horizontally scrolling shoot 'em ups of all time is R-Type. Its combination of stunning graphics, amazing weaponry and great gameplay has yet to be equalled.

Until now. R-Type II is here.

Once again you take control of the R-9 fighter, and once again it's the evil Bydo Empire who you're up against. But this time the enemy is bigger, tougher and more vile than ever. So collect those power-ups, beam up your weaponry and prepare to fight for your right to party.

The graphics are fantastic, with revolting, pulsating aliens that really DO look alien, huge motherships with all sorts of horrible squelchy bits, tentacles and dangly things to blast into oblivion, and some really nice effects such as on level two where the action takes place under water. The sound is also atmospheric and really enhances the action.

R-Type II is a brilliant blast and is every bit as good as the original. Make sure you've got plenty of change when you play it.

GRAPHICS	93%
SOUND	88%
VALUE	90%
PLAYABILITY	95%
OVERALL	92%







DJ KID

Here's an interesting little game - it's a sort of Double Dragon on roller skates. Sounds weird, doesn't it, but actually, DJ Kid is a whole heap of laffs.

The idea is to travel into the wrong side of town and simply kick the shinola out of all the baddie skaters who live there. DJ has all sorts of moves to help topple the enemy from their skates, including a variety of punches and sly elbow jabs!

As you travel deeper into enemy territory, things get tougher and tougher, with some of the beefiest baddies ever seen on four wheels!!

Featuring humorous cartoon-style graphics and wacky sounds, DJ Kid is a game beat 'em up fans will love.

GRAPHICS	88%
SOUND	87%
VALUE	87%
PLAYABILITY	90%
OVERALL	89%





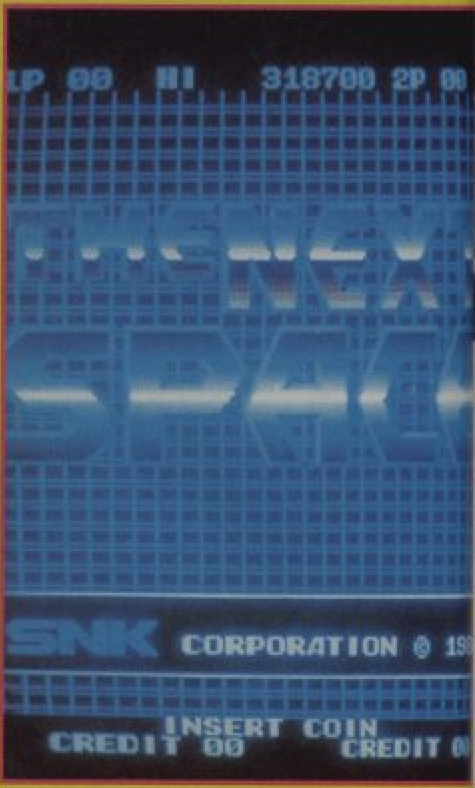
NEXT SPACE

There are loads of vertically scrolling shoot 'em ups in the arcades at the moment, some good, some average and some bad. The Next Space is yet another, and falls into the middle category.

It's a one or simultaneous two-player blaster in which the heroes fly into space and battle hordes of alien ships. Blast an entire wave and power-ups are left behind to help you kick even more ass, and of course there are great big end of level baddies...

Heard it all before? Played it all before? Afraid so. Not only is the Next Space very similar to loads of other shoot 'em ups out there, it's not a particularly good game either. Blasting fans might like to give it a whirl, but it doesn't hold your interest for long.

GRAPHICS	81%
SOUND	79%
VALUE	72%
PLAYABILITY	78%
OVERALL	76%







▶ ARCADE HIGHSCORES

If you're a record breaker in the arcades, why not get famous by sending in your scores to: ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table.

1942
12,160,830 Graham Shaw, Loughton, Essex
AFTERBURNER
24,555,000 John Bristow, Erith, Kent
ALIEN SYNDROME
843,010 Colin McWhirter, Ballymena, N Ireland
ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire
ASSAULT
335,550 Martin Deem, Portsmouth
ATOMIC ROBOKID
14,101,430 Symon Brown, London
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
45,672,800 Gary Harrod, Poole
CABAL
4,225,000 John Bristow, Erith, Kent
CHASE HQ
17,285,000 John Bristow, Erith, Kent
CHELNOV
345,700 Martin Deem, Portsmouth
CRIMEFIGHTERS
225 Jermaine Allen, London
DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs
DEMON WORLD
1,501,500 Martin Deem, Portsmouth
DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland
DOUBLE DRAGON II
885,000 John Bristow, Erith, Kent
DRAGON BREED
996,450 Jamie Morse, Weston-Super-Mare
DRAGON SPIRIT
994,375 Jamie Morse (JIM), Weston-Super-Mare
DYNAMITE DUKE
1,337,900 Gary Harrod, Poole
DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon
FINAL BLOW
1,364,220 Peter Amor, Clevedon, Avon
FINAL ROUND
11,945,600 Tim Walker, Brighton
FLYING SHARK
2,949,600 Gary Harrod, Poole
FORGOTTEN WORLDS
6,927,600 Gary Harrod (GJH), Portsmouth
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,253,070 Tony Schrati, Reading, Berks
GANG WARS
79,950 Anthony Shilson (BUZ), Tiptree, Essex
GEMINI WINGS
1,108,640 Martin Deem, Portsmouth
GHOSTS 'N' GOBLINS
7,554,700 Simon Lennok, N Ireland
GHOULS 'N' GHOSTS
79,855 Jamie Morse, Weston-Super-Mare
GOLDEN AXE
265.0 Gary Harrod, Poole
HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
270,540 Alex Ware (AKW), Shenfield
IKARI WARRIORS
1,412,300 Graham Shaw, Loughton, Essex
KING OF BOXER
487,000 Michael Pearson (MP), Staiths, Cleveland
LEGEND HERO TONMA
209,890 Chris Ford, Lancing
MARBLE MADNESS
208,340 Martin Deem, Portsmouth
MAIN EVENT
5,486,800 Tim Walker, Brighton
NARC
3,360,050 Robin Levy (RJL), Exeter
NEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent
NEW ZEALAND STORY
3,500,000 Martin Deem, Portsmouth
NINJA WARRIORS
238,100 TOD, Ballymena, Antrim
OPERATION THUNDERBOLT
386,390 R G Porter (ROB), Lancaster
OPERATION WOLF
1,061,100 Neil Kelly, Isleworth, Middlesex
ORDYNE
471,840 Alex Ware, Shenfield
OUTRUN
56,024,110 Peter Amor, Clevedon, Avon
OUTRUN TURBO
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex
PACLAND
4,936,910 Martin Deem, Portsmouth
P-47
1,675,890 Chris Ford, Lancing, W Sussex
POW
233,720 Colin McWhirter, Ballymena, N Ireland
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
1,606,600 Gary Harrod (GJH), Poole
QUARTET
8,576,750 James Washburn, Essex
RASTAN SAGA
1,081,000 Colin McWhirter, Ballymena, N Ireland
RASTAN II
894,950 Jamie Morse (JIM), Weston-Super-Mare
RAINBOW ISLANDS
430,500 Michael Pearson (MP), Staiths, Cleveland
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
4,931,400 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SECRET AGENT
675,300 Adam Davidson, Manchester
SHADOW WARRIORS
203,900 Gary Harrod, Poole, Dorset
SHAO-LIN'S ROAD
11,834,000 Firoz Rawat, Manchester
SHINOBI
594,390 Jeff Purrell (JEF), Clevedon, Avon
SIDE ARMS
1,846,800 Graham Shaw, Loughton, Essex
SILKWORM
2,449,400 Robin Forsberg, Soderhamn, Sweden
SKY ADVENTURES
6,641 Gary Harrod, Poole
SKY SOLDIERS
2,379,760 Gary Harrod (GJH), Portsmouth
SPLATTERHOUSE
394,500 Jamie Morse, Weston-Super-Mare
STRIDER
333,980 Jamie Morse, Weston-Super-Mare
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth
SUPERMAN
2,010,700 Gary Harrod, Poole, Dorset
TERRA FORCE
857,700 Shaun Osbourne (SFO), Ashford
TETRIS
186,320 Jeff Purnell (JEF), Clevedon, Avon
TIGER ROAD
1,740,000 Firoz Rawat, Manchester
TOOBIN'
14,534,440 Martin Deem, Portsmouth
TRUXTON
1,883,090 Gary Harrod, Poole, Dorset
TWIN COBRA
2,221,680 Martin Deem, Portsmouth
UN SQUADRON
1,333,810 Gary Harrod, Poole
VINDICATORS
1,467,400 Hwo Li Lam (DRY), Leicester
VIOLENCE FIGHT
257,900 Jamie Morse (JIM), Weston-Super-Mare
VULCAN VENTURE
945,650 Colin McWhiter, Ballymena, N Ireland

NATIONAL DEALER DIRECTORY

YOU'VE READ ABOUT THE BEST SOFTWARE TO BUY SO HERE'S WHERE TO BUY IT FROM

BUCKINGHAMSHIRE

SOFT-LY
5 Deer Walk, Shopping Building,
Milton Keynes.
0908 670620

CAMBRIDGESHIRE

LOGIC SALES LTD
6 Midgate, Peterborough, PE1 1TN.
0733 49696

CORNWALL

TRURO MICRO LTD
Bridge House, New Bridge Street, Truro,
Cornwall, TR1 2AA.
0872 40043

HELSTON COMPUTER CENTRE
Russell Knights House,
Coinagehall Street, Helston,
Cornwall, TR13 8EB.
0326 563765

DEVON

COMPUTERBASE
21 Market Avenue, City Centre,
Plymouth.
0752 672128

FLAGSTAR COMPUTERS LTD
Unit 4, The Westward Shopping Centre,
Totnes, South Devon.
0803 865520

SOFTWARE EXPRESS LTD
9 Exeter Street (the Viaduct), Plymouth.
0752 265272

DORSET

COLUMBIA COMPUTERS
17 Columbia Road, Bournemouth.
0202 535542

EAST SUSSEX

BRIGHTON COMPUTER EXCHANGE
2 Ann Street, Brighton.
0273 570240

GAMER COMPUTER
11 East Street, Brighton.
0273 728681

COMPUTERWARE
22 St. Leonards Road, Bexhill-On-Sea,
East Sussex.
0424 223340

COMPUTERWARE
271 Seaside,
Eastbourne, BN22 7NU.
0323 646100

ESSEX

ILFORD COMPUTER CENTRE
122 Ley Street, Ilford, Essex.
01-553 4139

GREATER MANCHESTER

VUDATA
203 Stamford Street,
Ashton-Under-Lyme.
061 339 0326

HAMPSHIRE

KING'S SOFTWARE
No. 3 The Antique Market (6 days a week)
King's Walk, Wincester, Hampshire

HERTFORDSHIRE

FAXMINSTER LTD
25 Market Square, Hemel Hempstead.
0442 55044

GAMESKEEPER
10 Station Road, Letchworth, Herts.
0462 672647

LOGIC SALES LTD
5 Lynton Parade, Cheshunt, Herts.
0992 25323

KENT

COMPUTER LEISURE CENTRE
117 High Street, Orpington, Kent.
0689 21101

TERRI'S COMPUTERS AND VIDEO
2 Station Square, Petts Wood BR5 1NA.
0689 27816

TERRI'S COMPUTERS AND VIDEO
90 High Street, Sidcup.
01 300 0990

TERRI'S COMPUTERS AND VIDEO
292 High Street, Orpington.
0689 21515

THE MICRO MACHINE
354 High Street, Chatham, Kent.
0634 831870

LANCASHIRE

PV COMPUTERS LTD
104 Abbey Street, Accrington,
Lancashire, BB5 1EE.
0254 35345

LONDON

EROL COMPUTERS
125 High Street, Walthamstow.
01 520 7763

LONDON CONT.

ADAMS WORLD OF SOFTWARE LTD
779 High Road, North Finchley, N12.
01 446 2241

ADAMS WORLD OF SOFTWRE LTD
265 Station Road, Harrow, NW.
01 863 7262

SPECTRESOFT
Jubilee Covered Market, Covent Garden,
London WC2B. 01 240 1765

ST. AMIGA AND SEGA COMPUTER SHOP
202/203 Shopping Hall, Myrtle Road,
East Ham, London E6.
01-471 8900

THE VIDEO CENTRE (ATARI & AMIGA)
2 Denmark Terrace, Fortis Green,
East Finchley, London N2.
01-365 2840
(Open noon-11pm, Fri-Sat-12pm)

LOGIC SALES LTD
19 The Broadway, Southgate, London,
N14 6PH. 01 882 4942

MIDDLESEX

ADAMS WORLD OF SOFTWARE LTD
190C Station Road, Edgware.
01 952 0451

MID SUSSEX

ADDCO (SUSSEX) LTD
41 Field Way, Lindfield,
Nr. Haywards Heath.
0444 450 103/450 521 (please phone first)

NORFOLK

VIKING COMPUTERS
Ardney Rise, Catton Grove Road,
Norwich.
0603 425209

NORTHAMPTONSHIRE

A-Z LEISURE
23a Lower Mall, Weston Favell Centre,
Northampton NN3 4JZ. 0604 414528

SOFTSPOT
42 High Street, Daventry.
0327 79020

NOTTINGHAMSHIRE

LONG EATON SOFTWARE CENTRE
Commerce House, West Gate,
Long Eaton, Nottingham, NG10 1EG.
0602 728555

DEALERS – JUST £25 A MONTH PUTS YOUR SHOP IN FRONT OF 102, 401 SOFTWARE BUYERS.

OXFORDSHIRE

SOFTSPOT
5/6 Broad Street, Banbury.
0295 68921

STAFFORDSHIRE

FOSTERS
59 Tamworth Street, Lichfield, Staffs.,
WS13 6JW.
0543 262341

SUFFOLK

BITS & BYTES
47 Upper Orwell Street, Ipswich.
0473 219961
BITS AND BYTES
45 Orwell Road, Felixstowe.
0394 279266

WALES

E C COMPUTERS
Glamorgan House, David Street, Cardiff.
0222 390286
MICROMAGIC
110 Heolmaes-Y-Gelynen,
Morristown, Swansea SA6 6JT.
0792 798061, 0831 126181 (mobile sales)
SOFTCENTRE
28/30 The Parade, Cwmbran Town
Centre, Cwmbran. 06333 68131

WARWICKSHIRE

SPA COMPUTER CENTRE
68 Clarendon Street, Royal Leamington
Spa, Warwickshire.
0926 337 648
0926 425 985 (Fax)

WEST MIDLANDS

SOFTWARE EXPRESS
212-213 Broad Street, Birmingham.
021 643 9100
COMTAZIA
204 High Street, Dudley.
0384 239259
COMTAZIA
Shopping Mall, Merryhill Shopping
Centre, Brieley, Hill. 0384 261698
MR DISK
11-12 Three Shires, Oak Road,
Bearwood, Warley.
021 429 4996
MR DISK
8 Smallbrook Queensway, City Centre,
Birmingham, B5 4EN.
021 6161168

WEST SUSSEX

WORTHING COMPUTERS
7 Warwick Street, Worthing.
0903 210861
CRAWLEY COMPUTERS
62 The Boulevard, Crawley.
0293 37842

COMPUTER +video GAMES

Classified

FREE MEMBERSHIP!!

Hire – CBM64, Spectrum, Amstrad
and VIC 20
Software (Top Titles)
Send 2 x 20p stamps for your hire kit
Computersoft (CV), PO Box 28
North PDO,
Nottingham NG5 2EE
(Please state which machine)

ATARI S. T.

Games for **HIRE** or **PURCHASE**
TRY before you **BUY**
At least **15% off** all software
Guaranteed Originals
We have the **LOWEST Membership & Hire Fees**
of any ST Club
Try our **Public Domain at LOW, LOW prices**
Swop your originals in our **SWOPSHOP**
SPECIAL FEBRUARY OFFER
FOR NEW MEMBERS
New Releases added **WEEKLY**
Monthly Newsletter
plus lots of **Member Interaction**
Please enclose LARGE S.A.E. to:-
Cum-Com Software (DEPT CVG)
Mermaid House, Norwood Street,
Ashford, KENT TN23 1DG

SOFTWARE EXCHANGE SERVICES

ATARI/AMIGA/PC
Swap your used titles on our national database system
and fully computerised service fast/efficient/reliable and
strictly original programs only.
Send SAE for registration form to:
S.E.S., 29 Naunton Crescent, Cheltenham,
Glos. GL53 7BD

ATARI ST AND AMIGA SOFTWARE

We have an all round selection of disks.
FOR HIRE. Apply now and hire your first four games free. Around
1,500 different original titles. For full details send a stamped
addressed envelope or telephone Tuesday to Friday, 7pm-10pm.
LOW ATARI PRICES
Atari 520 STFM **£299.90** post free + 15 disks.
Amiga A500 at only **£379.00. Post free.**
BEST QUALITY DISKS
Top quality unlabelled 3½" double sided disks
10 for **£12.95** — 50 for **£54.95**
25 for **£29.95** — 100 for **£99.95**
Happy Discovery cartridges for the ST.
Only £149.90 or 289.90 for 2.
Uses include running Mac Software and backing up and ST software to date.
Send SAE for details.
GAMES & SOFTWARE
Dept. C + VG, 35 Tilbury Road, Thorney Close,
Sunderland SR3 4PD
Tel: (091) 528 6351 Prop: P. Taylor

C.A. MICROS

46 STROUD GREEN RD, FINBURY PARK, LONDON N4
PC ENGINE, AMIGA, ATARI ST, C64,
SPECTRUM, AMSTRAD, SEGA and NINTENDO.
We will also be dealing in the SEGA MEGADRIVE,
NINTENDO GAMEBOY and the KONIX
MULTI-SYSTEM.
ALL SOFTWARE PRICES UNDER RRP
OPEN 10am-6pm Mon-Sat
Tel: 01-281 1296

SPEC, CBM64, ST, AMIGA HIRE!

Notice, former Softlink now Hillhall Software Library.
Old and new members welcome.
Take a look at what we offer:
Full return postage paid. 10 days allowed for hire. Membership
allows hire for multiple machines. Games, business, education and
utilities for hire. Multiple copies of new software.
Over 6,000 titles to choose from. Regular updates, newsletters and
competitions. Life membership and first hire free.
Now look at the rest to see what they offer and you'll see why 4,500
members can't be wrong.
For details send S.A.E. to:
H.S.L. (C&VG)
1 Hillhall Road, Lisburn, N.I., BT27 5BU

SPECTRUM +2. Over 15 top titles, incl. Forgotten Worlds, Bionic Commandos, Dynamite Ducks, Graphical Adventure Creator, etc., + loads of budget/oldies as well. Phone 0675 81352 and ask for James.

If you would like to advertise in this space: Call Tina on 01-251 6222 Ex 2471

Classified Coupon

£7.00 for 30 words. Semi-display £18 for S.C.C. plus VAT
Ring 01-251 6222
The above advertising is pre-payable

Warning
[illegible]

All classified ads are subject to space availability

PLEASE PRINT CAPITALS
I enclose cheque for £ made payable to Emap Publications Ltd
Name...
Address...
Total number of words...
Post to: **AD DEPT, C + VG, 30-32 Farringdon Lane, EC1R 3AU**

URGENT MESSAGE FOR PROGRAMMERS

HIGH EARNING OPPORTUNITIES WORKING FROM HOME

IF YOU HAVE WRITTEN A GAME OF A HIGH STANDARD, OR WISH TO CONVERT GAMES FOR THE SPECTRUM, AMSTRAD, COMMODORE 64, ATARI ST, AMIGA OR PC THEN SEND A COPY OF YOUR GAME, A DEMONSTRATION OF YOUR WORK OR C.V. TO:

IMAGE SOFTWARE

EVALUATION DEPT (CVG)
IMAGE SOFTWARE
TREVOL BUSINESS PARK
TREVOL ROAD
TORPOINT
CORNWALL
TEL:0752-812148 (24 Hour)

WE ACCEPT ACCESS AND VISA NOW

PC Engine

Note: All games advertised do not require Japanese language

SEGA MEGADRIVE PAL (for any British TV)
(Including 1 game) £179.90

Sega Megadrive Scart (incl.1 game)	£169.00	Nintendo Gameboy	£79.90
PC Engine PAL (incl. 2 games)	£185.00	Gameboy (incl. Tetris and 2-player lead)	£109.90
PC Engine Scart (incl. 2 games)	£159.00	CD-ROM Unit (incl. Fighting Str.)	£325.00
Atari Lynx (incl. Cal games)	£199.00		

PC ENGINE 2 AVAILABLE ON REQUEST

PC Engine Software

Drunken Master	£15.90
Wonderboy	£15.90
Tale of the Monsterpath	£15.90
Deep Blue	£15.90
Chan and Chan	£15.90
Galaga 88	£17.90
Dragon Spirit	£19.90
Space Harrier	£19.90
Motoroader	£19.90
Fantasy Zone	£19.90
Vigilante	£22.90
R-Type I	£22.90
Victory Run	£22.90
Pacland	£24.90
World Court Tennis	£26.90
Legendary Axe	£26.90
R-Type II	£26.90
Alien Crush	£27.90
Son Son II	£27.90
Wataru	£27.90
Tiger Heli	£29.90
Dungeon Explorer	£29.90
Final Lap Twin	£29.90
Altered Beast	£29.90
Digital Champ	£29.90
P-47	£29.90
Bloody Wolf	£29.90
Doraemon	£29.90
Ordyne	£29.90
F-1 Dream	£29.90
Rock On	£29.90
Break In	£29.90
Ninja Warriors	£29.90
Side Arms	£29.90
Gunhed	£29.90
Naxat Open	£29.90
Yaksa	£29.90
Winning Shot	£29.90
Cybercross	£29.90
Power Golf	£29.90
Fire-Pro Wrestling	£29.90
PC Kid	£29.90
Jack Nicklaus Golf	£29.90
USA Pro-Basketball	£29.90
Knight Rider Special	£29.90
Volfied	£29.90
Taito Motorbike Racing	£29.90
Chase HQ	£31.90
Mr. Heli	£31.90
Shinobi	£31.90
Powerdrift	£31.90
Atomic Robo Kidd	£31.90
F1-Triple Battle	£31.90
Monster Lair (CD-ROM)	£32.90
Varis II	£32.90
Fighting Street (CD-ROM)	£32.90
Altered Beast (CD-ROM)	£32.90
Red Alert (CD-ROM)	£32.90
Side Arms (CD-ROM)	£32.90
Super Darius (CD-ROM)	£32.90
Super Albatross (CD-ROM)	£32.90

Sega Megadrive Software

Alex Kid	£24.90
Mr Komatsu	£24.90
Altered Beast	£29.90
Super Thunderblade	£29.90
Space Harrier II	£29.90
Super League Baseball	£29.90
Thunderforce II	£31.90
World Cup Soccer	£31.90
Super Hang On	£31.90
Heavy Unit	£31.90
Rambo III	£31.90
Forgotten Worlds	£31.90
Super Shinobi	£31.90
Atomic Robo Kid	£31.90
Tatsujin	£31.90
New Zealand Story	£31.90
Sokoban	£31.90
Herzog Zwei	£31.90
Golden Axe	£31.90
Ghouls and Ghosts	£39.90

Nintendo Gameboy Software

Super Marioland	£24.90
Sokoban	£24.90
Shanghai	£24.90
Tennis	£24.90
Tetris	£24.90
Alleyway	£24.90
Mickey Mouse	£24.90
Hyper Loderunner	£24.90
Castlevania	£24.90
Baseball	£24.90
Pinball	£24.90
Beach Volley	£24.90
Golf	£24.90
Nemesis	£24.90
Motocross Maniacs	£24.90
Master Karateka	£31.90

PC Engine Accessories

Joystick XE-1 PRO	£59.00
Joystick XE-1 ST	£29.90
Joypad (Autofire)	£14.90
5-player adaptor	£19.90

Sega Megadrive Accessories

Joystick XE-1 ST	£29.90
Joypad	£19.90

For any details call: 01-587 1500 or Fax: 01-735 5998 Send cheques/PO's to:

PC Engine Services
Southbank House, Black Prince Road, London SE1 7SJ

Prices for machines and accessories are incl. p+p. For software please add £1.00. No extra postage required for software if you order a machine or accessories.

Mail Order only

NEXT MONTH

WE ARE

100

AND WE'RE CELEBRATING THE HUNDREDTH ISSUE WITH SOMETHING UTTERLY INCREDIBLE...

SO THE MESSAGE IS SIMPLE: DON'T MISS C+VG ISSUE 100 OR YOU'LL MISS SOMETHING VERY SPECIAL INDEED!!!

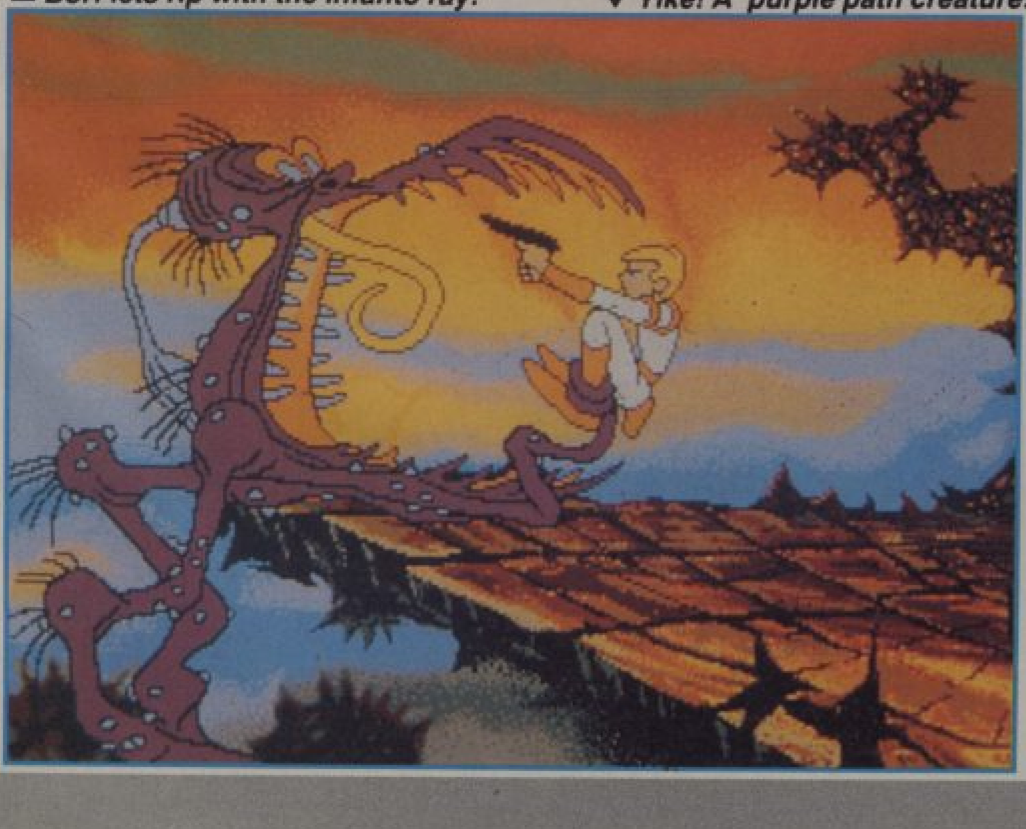
OUT ON FEB 16. BE THERE.

SPACE AC



▲ Borf lets rip with the infanto ray!

▼ Yike! A purple path creature!



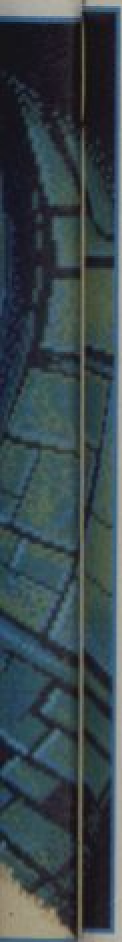


BY ENTERTAINMENT INTERNATIONAL/READYSOFT

A mini-revolution occurred in the arcades during the early 80's when a chap called Don Bluth and coin-op giants Atari developed the Dragon's Lair coin-op, an awesome graphic extravaganza which used video-disk technology to give the player the impression that he was interacting with a cartoon show. It was very popular, and even though the technology was unreliable, Don Bluth developed a second laser game, Space Ace. By last year, computer technology had advanced enough to allow Dragon's Lair to be converted to the Amiga. Now Space Ace is here.

The first game was set in the mythical Dark Ages and starred a blonde, square-jawed hunk of a guy by the name of Dirk Daring. Space Ace, as you'll have guessed, takes place many years into

CE





▲ *Hooray! Ace gets his girl!*

the future. Ace, the hero, and his girlfriend Kimberly are off to crush the tyrannical alien Borf and his gang of weird hench-things, when the big, blue baddie himself appears, whisks Kimberly off in his spaceship and blasts laser bolts at Ace.

That's where the game begins, with you reacting to Ace's movements in an attempt to negotiate 33 different scenes, rescue Kimberly and defeat Borf all at the same time.

Control is simple: at certain points in the game you have to choose an action for Ace by pushing the joystick in one of four directions, or pressing fire. The correct decision moves Ace on to the next piece of animation, while failure results in the loss of a life. Timing is critical too - the right move at the incorrect time also spells disaster. Successful completion of each scene adds extra points to your total, an extra life being awarded at every 10,000 points.

Dragon's Lair suffered from the fact that the gameplay was amazingly simplistic and that you could go all the way through the game in one sitting. Space Ace, unfortunately, is exactly the same, and in fact is even less challenging. It took me about 45 minutes to finish the game. And after that the appeal wanes.

The graphics may be awe-inspiring, the sound cannot be faulted, the amount of disks has even been cut down to four, from the original's six, and you don't need a megabyte expansion to run it on. But strip away the visuals, and you've got an unbelievably simple game. Just choose one of five directions at any crunch point and you either win or lose. Utterly pathetic.

Space Ace is an amazing computer demo. But at £44.95 it's scandalously overpriced.

PAUL RAND

UPDATE

There is an ST version planned which will look, play and cost exactly the same as Space Ace on the Amiga.

AMIGA	£44.95
GRAPHICS	94%
SOUND	95%
VALUE	33%
PLAYABILITY	38%

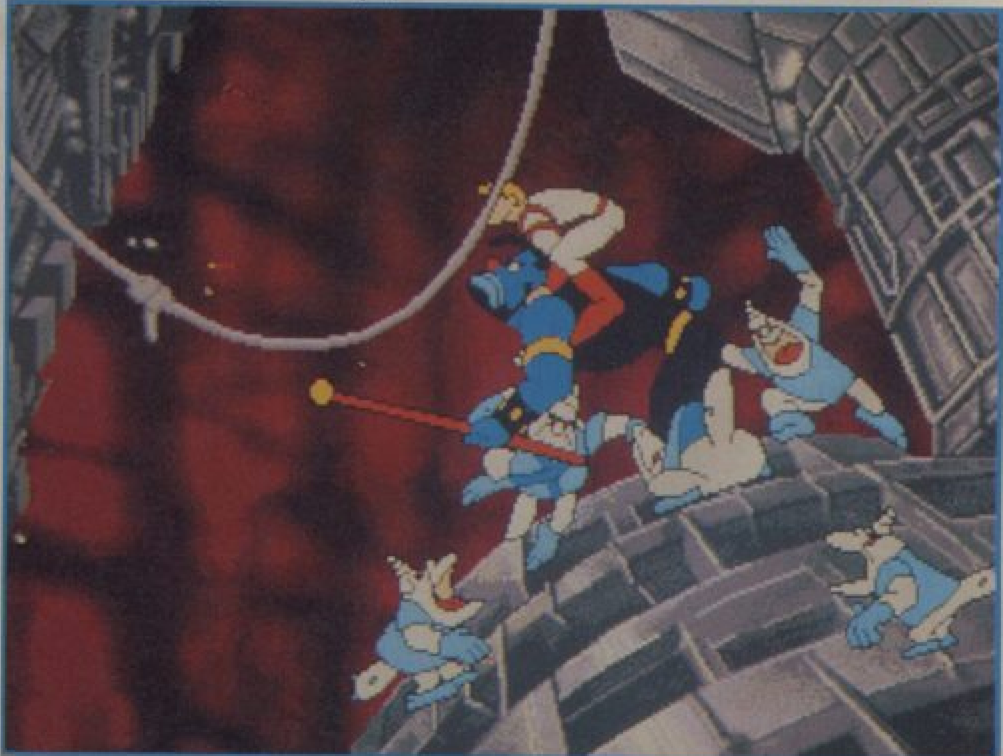
Cartoon-quality graphics and amazing sound make this a stunner to look at and listen to. But the gameplay is unbelievably poor, and it's possible to complete the game within an hour of purchase.

OVERALL 39%

▼ *"You cannot win!"*



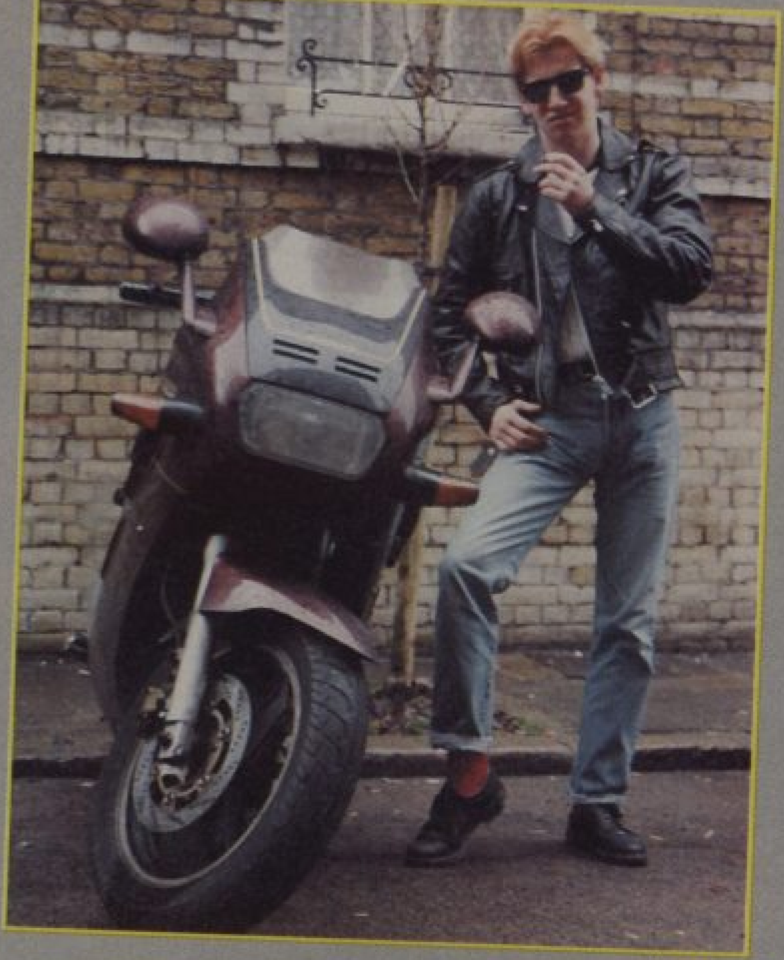
▼ *Jump for the rope, Ace!*



BE HARD!!

WIN A LEATHER MOTORCYCLE JACKET WITH ACCOLADE!

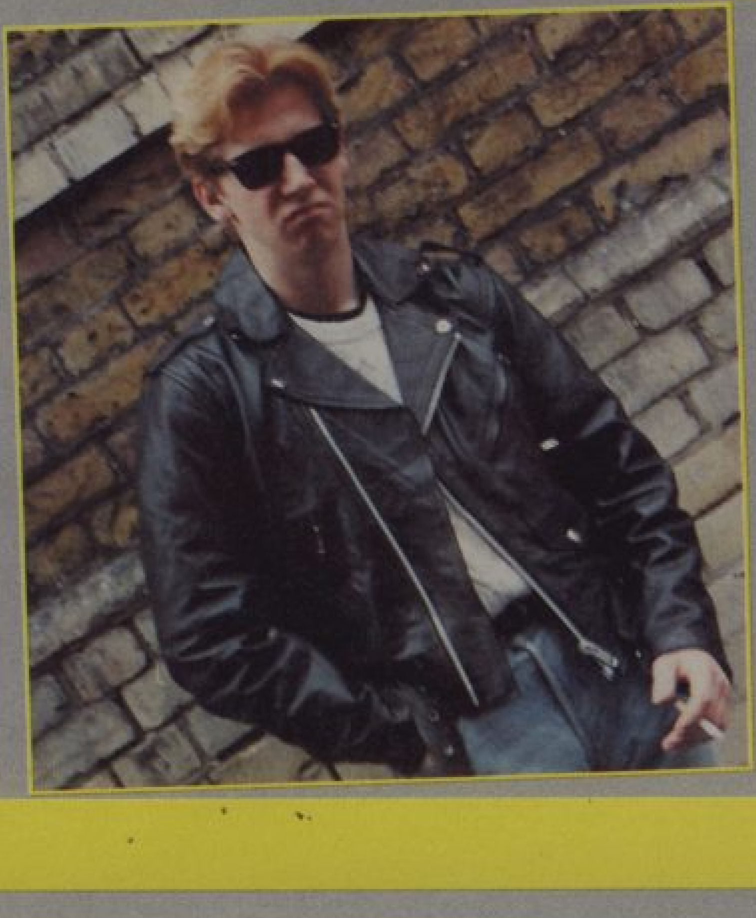
Hands up all those who have always wanted to roar through the streets on a massive, 1100cc motorbike, scaring dogs and making old ladies drop their shopping as you zoom past. The dream of every budding Hells Angel is to own a smart leather biker's jacket of their very own, and that's exactly what is up for grabs in this fab compo.



To celebrate the release of their new game The Cycles, those veterans of the 3D computer racing world Accolade are offering not one, but TWO lucky readers the opportunity to pull on this marvellous example of black cow-hide (that's leather to you) and pose around the streets, looking really hard, being the envy of his friends and stuff like that.

If you want to be in with a chance of picking up such a lovely first prize, or one of the 10 runners-up prizes of a rather natty Cycles T-Shirt, put your thinking caps on and answer the following questions:

1. Name five makes of motorbike.
2. In which film did the young Marlon Brando don his leathers and rip up the roads on a powerful motorbike?
3. Name one motorcycle with a top speed of over 150 mph.



Write the answers on a postcard or the back of a sealed envelope, stating your chest size (so we know what size clothing to send) and deliver your entry post-haste to: THE "COR! DON'T I LOOK LIKE JAMES DEAN IN MY GROOVY BLACK LEATHER JACKET" COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The closing date for the comp is 20th February 1990, so get your answers in by then or you'll be spending the year wearing nothing but your tatty old Parka jacket.

Suzuki 585 and staff writer not included.

ADVENTU

Well, well, well. Three holes in the ground. Or is that an adventure column I spy with my little ear. Who knows the secret of the Black Magic box? Perhaps Keith Campbell does?



All those pressing problems that you puzzle over as you play through the game are what make a good adventure addictive. And when you finally complete it, all will have been revealed, and the game can be put aside with satisfaction.

Or can it? Some adventures have been known to end without all the problems having to be solved. Take the case of Ste Crickett of Burtonwood, who recently finished King's Quest I. In so doing he never did discover the name of the gnome on the bridge who asked him to guess his name. And now it's driving him mad - Ste still desperately wants to know the name of this little-known gnome!

Frank Dolmans is another addict of Sierra adventures, and he managed to complete Space Quest III in fifteen days flat without any help - no mean feat! But Police Quest II is a different story. Frank, trying to get inside the Smuggler's Inn, gets shot to pieces every time he kicks the door in!

I make a point of trying to answer every letter that arrives at the Helpline, but that's not always possible. Take Paul S, for example, having trouble with a drunken driver in Police Quest I. I wrote a reply, and was just about to address it, when I realised that his full name was not the only thing he'd failed to give. Somehow I don't think "Queensland, Australia" would find Paul S! So here's what to do with the drunk: Ask for the driver's licence, tell him to get out of the car, and smell his breath. Administer an FST test, handcuff him, read him his rights, and then get him into your car and drive him off to the jail.

A Mr X wrote a couple of months ago, asking how to pick up the stool in the clockmaker's in Jinxter. "Easy!" I told him, and went on to explain. Mr X wasted little time in writing back to complain! "I beg to differ that my problem was an easy one! Your response may be the correct answer, but this can, of course, only be done if one actually possesses the relevant charm, which unfortunately I do not." Which just goes to prove that what you think is holding up your progress may not be the real problem at hand. So if you write in for help, make sure you list all the things you know that you can't do or haven't obtained.

ROLE CALL

Placing an eye in the Mad God, as suggested in the November issue, did not help Paul Stephenson of Finchley to enter the first tower in Bard's Tale. Paul would like to know exactly what to say to the priest, and also how to find the gates in the sewers, which are eluding him. Jesper Kallesoe of Randers in Denmark, has mapped the first sewer in Bard's Tale I, but found nothing of interest. Has he missed something? Jesper is also seeking the words he should say to the priest in the Mad God's Temple. And in general, Jesper wonders if there are any places he can go to score a decent number of experience points and collect a worthwhile amount of gold?

You want gold my boy, you shall have it! Here is a way to get it that may make you wish you'd never asked! Go to the bank and list the accounts, and you should find one with just asterisks in it. Close it and you'll get one billion gold pieces - enough to make you popular at the inn for the rest of the game! Thanks to Jason Watson of Wellington, New Zealand for this outrageous swindle!

Meanwhile, Kevin Thompson of Lanarkshire is very close to finishing Bard's Tale. It is only the whereabouts of the Silver Circle that is holding back. Who can help him polish it off?

Jan Farmer believes he was one of the first players in the UK to complete Pools Of Radiance after its release here. And he has some info on the Tyranthraxus! The one in the SE corner of the hedge maze is a human imposter. Go to the NW corner, and into the room where earlier you may have found a priest. Walk through the south wall - it is an illusion.

Jan disagrees with Jim Laver, who last month told us he thought the vampire had died before the start of the game. So for Patrick Halm and anyone else still looking for it, go to the NE corner of the graveyard. "If you beat him there, he flees to the cross-shaped building. You can kill him there, too," says Jan.

Finally, Jan says that the Kobold colony will be found by looking at Journal Entry 28.

WRITE IN

Help welcomed and dispensed here! Write to me at Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, about Adventures and Role Playing Games. If I haven't got a ready answer to write back to you, there's thousands of readers out there who are just waiting to help you!

HOME GROWN

It is my practice not to include reviews of home grown adventures that are of poor quality, and thus, when about a year ago I received a copy of an adventure entitled Dead End, written by Martyn Westwood, I returned it to him. There were a couple of basic faults with the way the game worked, and I enclosed some suggestions that might make it more playable.

Thinking it was unlikely I would hear any more of the game, I was slightly surprised when it resurfaced just a few weeks ago. And on playing it, I was amazed!

URE



From the sort of game adventure enthusiasts would contemptuously switch off after just five minutes of play, Martyn has turned Dead End into a highly playable adventure, full of atmosphere.

Inspired by the 1944 RKO film Farewell My Lovely, the game has all the atmosphere of an old black and white private eye movie, particularly on the ST version, which includes digitised stills from the film itself. There are other differences between the versions, too, notably the much faster response time on the ST (even when displayin graphics), and in the structure itself. For example, on the 8 bit versions your gun is in your inventory at the start, whilst on the ST, you must pick up your raincoat (non-existent on 8 bit) to reveal your holster with gun in it underneath.

With the cassette or disk comes a professionally printed handbook with glossy cover, containing loading and playing instructions, together with the background to the story. The whole package is so well executed and presented, that in happier times for the adventure market, Dead End would undoubtedly have been snatched up by a publisher and be on sale in the shops. As it is, Martyn has set up his own company, Interactive Technology, through which to sell the game. And already two more titles are planned: A Dark Sky Over Paradise, and the first of a fantasy series, Doom, due in March.

A little pricey for the 8 bit versions, but superb value for what you get on the ST, Dead End is available on cassette for 48k Spectrum, Commodore 64, at 7.95, and on disk for Atari ST at 9.95. Order by mail direct from Interactive Technology, PO Box 146, Sheffield S13 7TY.

Note: The ST version comes on double sided disk. It MUST be run from Drive A, and the computer MUST NOT be connected to a hi-res monitor, or it will cause a system crash when executed. If you have an internal single sided drive plus an external double sided drive, you will not be able to run the game without a utility that enables Drive B to become Drive A.

SPELLBREAKER

The price of Spellbreaker, the adventure fanzine mentioned last month, has had to be increased to 1.50 due to increases in postage costs. Up to 12 issues may be ordered in advance, from: Spellbreaker, 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX



CLUES A Z

More or less all you need to solve Hitch Hiker's Guide To The Galaxy, in more or less the right order...

BULLDOZER: Lie down in front of it to stop it advancing. Ignore Prosser's yelling, and wait until Ford Prefect arrives.
PUB: Drink the beer three times, and buy a cheese sandwich. Leave the pub and feed the yapping dog with the sandwich.
DARKNESS: This is a puzzle that links other puzzles throughout the game. Type SEE, HEAR, TASTE, FEEL, SMELL, in turn. Finally, retype the sense that is missing from the list of things you cannot do, and you will get a new message. Then do what you are able.
BABEL FISH: Put the gown on the hook, and the towel over the drain. Cover the panel with the satchel and put the mail on the satchel. Press the button on the dispenser.
ATOMIC VECTOR PLOTTER: Press the switch by the case, and note which word of the captain's poem you need. Wait until the guards take you to the Captain, and wait until he has read four lines of verse. Then tell him you enjoy poetry, and he will begin the second verse. Note the word you need. When you are taken back to the hold, enter: TYPE followed by the required word enclosed in double quotes. The case will open and you can take the plotter.
IMPROBABILITY DRIVE: Go there, LOOK, and take everything you see. Ignore messages that suggest you can't either get there or look around - just keep trying until you succeed.
TEA SUBSTITUTE, THE PLOTTER, AND THE DRIVE: Press the pad on the Nutrimat to get the tea substitute. Insert the small plug on the drive into the small receptacle on the plotter. Put the dangly bit into the cup, and press the switch.
BUGBLATTER BEAST: When it asks your name say "Arthur" and go east. Put the towel over your head to confuse it into thinking it can't see you. Carve "Arthur" on the stone. On reading this, the beast will think he has already eaten you, and proceed to sleep his meal off.
COUNTRY LANE: Give the towel to Arthur who is lying down in the road. He will refuse to take it. Go to Prosser and tell him to lie in the mud, Go to the pub, and buy peanuts and beer. Drink beer, and tell Arthur to drink beer. Give him the satchel fluff.
THE PARTY: Drink the liquid, open your handbag, and examine Arthur. There is a piece of fluff clinging to his jacket - take it and put it in your handbag, then wait until Phil takes you away.
SPEEDBOAT: Steer the boat towards the spire, take the toolbox, and examine the seat. Look under the cushion and take the key and the fluff. Go to the dais, and wait until Trillian grabs you. When the guards rush up to shoot, tell them to drop their rifles, take the blaster from Trillian, and shoot the rifles.
MICROSCOPIC SPACE FLEET: Get the awl and listen to the conversation. When you are put in the maze, continue south until you reach the particle. Take it - this is common sense.
REAL TEA: Go to the nutrimat and open the panel at the back. Get the board and insert the interface, then press the pad. The nutrimat is now totally occupying Eddie, the on-board computer. When the missile attack starts, insert the large plug into the large receptacle, and press the generator switch. Return to the nutrimat where there should be tea in the slot. Take tea and no tea, return to the bridge and remove the dangly bit from the tea substitute and put it in the tea.
WHALE: When you feel a warm squishy liquid while you are in the dark, drink it to get to this puzzle. You are in a sperm whale, by a flowerpot. Get it, and plant each bit of fluff in it. Put the flowerpot into the thing your Aunty gave you, and put the thing in your pocket.
FLUFF TREE: Soon there will be a small plant growing in the flowerpot. Go into the sauna, and it will grow. Examine the plant and get the fruit. It is the fruit of foreknowledge - eat it and you will be told which tool Marvin needs to unjam the hatch. Take it.
SCREENING DOOR: It is possible to open the door if you are carrying both tea and no tea, and have removed common sense from the maze. Drink the tea to ward off the waves of depression coming from Marvin, and go west. Ask Marvin to open the hatch.
HATCH: Drop everything except the required tool, go east, down, and east, and wait for Marvin. Give him the tool he asks for, and he will open the hatch in three tenths of one second. To complete the adventure, go west, and then down through the hatch.





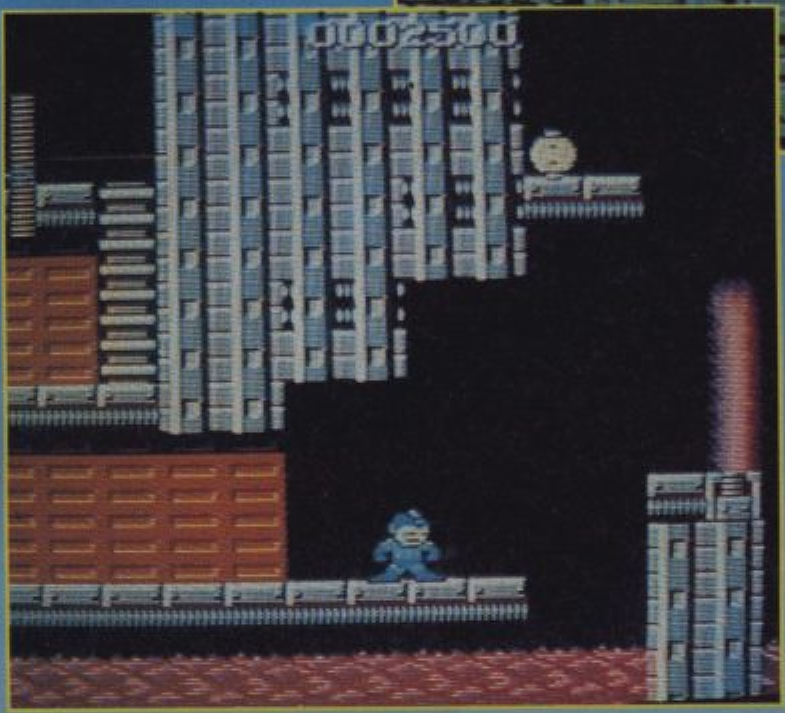
CABAL
CABAL
wakelin
"CABAL IS WITHOUT A DOUBT ONE OF THE FINEST CONVERSIONS I'VE SEEN ... ONE OF THE ULTIMATE SHOOT-EM-UPS." YOUR SINCLAIR
MEGAGAME
"GOOD CONVERSION WITH EXCELLENT GRAPHICS AND DEFINITELY WORTH THE MONEY." SINCLAIR USER
SINCLAIR USER CLASSIC
The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds – in your favour.
Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and FIRE!!!
AMSTRAD
SPECTRUM
COMMODORE
£9.99
ATARI ST £19.99
AMIGA £24.99
ocean
Ocean Software Limited
6 Central Street · Manchester
Telephone: 061 832 6633
Telex: 669977 OCEANS G
Fax: 061 834 0650

MEAN MACHINES

MEGA MAN

BY NINTENDO



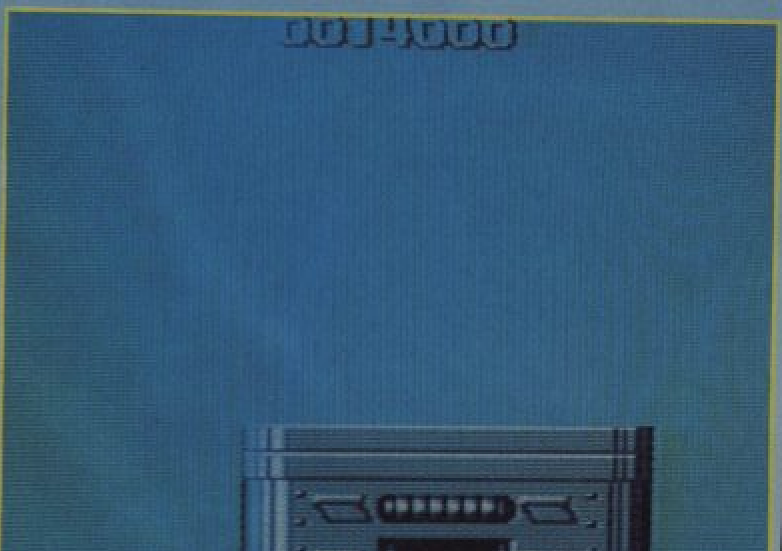


When six evil and dastardly villains are all planning to take over the Earth, who're you gonna call? Not the Ghostbusters, that's for sure - Mega Man is the guy you dial. He's the hardest hard man in the entire Universe...

The six baddies are Cutman, Gutsman, Iceman, Elecman, Bombman and Fireman, and each lives deep in his own extremely well-guarded scrolling platform world. And it's into these which Mega Man must travel alone, armed only with a gun.

Each World has a theme pertaining to the character who lives there - Iceman, for example, is found in a cold world of slippery platforms and freezing baddies, while Bombman lurks in a world of walking bombs and guns! All the worlds are infested with baddies who attempt to wear away Mega Man's energy bar, and if it's depleted three times, the game ends.

And this happens quite a lot, because Mega Man is one tough game - much harder than the Mario games, for example. There are simply loads of horrible hidden traps, tons of very aggressive creatures and, at the end of each level, the big baddie himself. But although the game is very hard, it's also very addictive, and you come back to it time and time again for "just another go" - it's kept me up until the early hours for quite a few nights running!



If you're after a challenging and very addictive platform game, look no further than this - it's mega, man!!

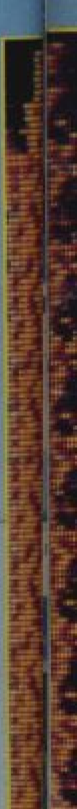
JULIAN RIGNALL

C+VG HIT!

NINTENDO	£29.99
GRAPHICS	88%
SOUND	87%
VALUE	84%
PLAYABILITY	92%

Not a game for novices. Mega Man is a tough and uncompromising, yet highly addictive platform game which requires very good gaming skills and lightning reflexes. It's not one you'll complete overnight.

OVERALL	89%



WIZARDS & WARRIORS

BY NINTENDO

Wherever you go, there's always a damsel in distress, coveted by evil ogres and demons. The world of Wizards and Warriors is no exception - a gang of demons has captured all the king's princesses and now holds them captive in the over and underworlds.

Playing a knight who can control magic, you set off to the rescue. Each area is full of eldritch creatures, all out to reduce your energy and eventually kill you. Shoot them and they sometimes leave behind coins (for points) or magic gems (for special, temporary powers). At the end of the stage, you face a huge creature such as a Skull or a cavern full of bats: defeating them releases the damsel from bondage and sends you onto the next area.

Red, blue and brown keys are vital to success: they open corresponding chests and doors. In the chests you either find gems (worth loads of bonus points when you complete a level) or magical items, which you need to progress.

These include a Wand of Wonder (ring of flames), Shield of Protection, Potion of Levitation (handy for reaching parts other potions cannot reach) and Boots of Lava Walk - necessary for Level Three.

Wizards and Warriors is a very simple platform game with some neat extras bolted on. Just when you think you can't get any further or you're stuck in a tight corner, you find the solution and you're off again. The only problem is that it can become repetitive, and all the levels are similar in style, if not in graphics.

Worth a look if you're into platform games, but Mega Man is much tougher and has more lasting appeal.

JULIAN RIGNALL







NINTENDO	£29.99
GRAPHICS	78%
SOUND	76%
VALUE	74%
PLAYABILITY	79%

An enjoyable platform game with a very large playing area. It's great fun at first, but the gameplay's not very varied and its appeal wanes after a while.

OVERALL 74%

MEAN MACHINES



▲ *He's heavily "armed" (!)*

LIFE FORCE

BY KONAMI

Life Force, better known in Britain as Salamander, is a brilliant one or simultaneous two-player shoot 'em up which features three horizontally and three vertically scrolling levels.

Waves of enemy ships head toward you from the outset, and each time a squadron is eliminated, a power pod is deposited which, if picked up, adds to the player's arsenal. Items on offer include lasers, missiles, speed-ups and drone craft, and they're all needed when you're up against the likes of cosmic stalactites and stalagmites, volcanoes with lava arcing through space and alien growths which swing like pendulums, threatening to crush little old you into a pancake.



▲ *Shoot it in the eye!*

And of course there's plenty of very nasty end of level baddies to keep you on your toes...

Life Force is a brilliant conversion of the Salamander coin-op, with loads of things on-screen almost all the time, and no drop in speed. The blasting action is on a par with the original, almost to the point of attempting to ram a couple of ten pees into your machine when you die. Shoot 'em up fans shouldn't miss it.

PAUL RAND

NINTENDO	£29.99
GRAPHICS	86%
SOUND	84%
VALUE	85%
PLAYABILITY	87%

One of THE shoot 'em ups makes its Nintendo debut, and how. Classic action and great graphics put Life Force up there with the best of 'em.

OVERALL	87%



▲ *Using the force, two options and double lasers.*


CHASE H.Q.
THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.
TURBO BOOST!
Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!
BARRELLING THROUGH THE CITY STREETS,
along the roughest of dirt tracks and through busy tunnels – if you can hold the line!
The low life can run, but they can't hide...
VOTED
ARCADE GAME OF THE YEAR
AVAILABLE NOW FOR:
SPECTRUM · AMSTRAD
COMMODORE
ATARI ST · AMIGA
ocean
TAITO
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

MEAN MACHINES

TRACK & FIELD II

BY NINTENDO

Track and Field appeared in the arcades about five years ago and was one of those coin-ops in which you hit the buttons as fast as you can to make your on-screen athlete run, jump or throw. Track and Field II is the follow-up, but as well as lots of button-bashing, some skillful tactics are also required.

There are twelve different events in all: fencing, triple jump, freestyle swimming, high dive, clay pigeon shooting, hammer throw, taekwondo (arm wrestling), pole vault, canoeing, archery, hurdles and horizontal bar, and each requires a different approach.

At the start of the game one of three modes of play can be selected: Training, which lets the player practice events, and Olympic in which the player embarks on a full Olympic tour, with the option to choose which country he wishes to compete for. All events have a qualifying time or score, and failure to qualify on enough events on a particular day results in the end of the game.

Finally, there's Versus, where two players are given the opportunity to participate in the two-player events of taekwondo and fencing without the hassle of entering the Olympics or the annoyance of being thrown out of the game in Training should either player lose.

Track and Field II combines large, brilliantly animated sprites and well-drawn backdrops and great playability to produce one of the best console sports simulations around. The twelve events are varied and offer plenty of challenge and addiction - you constantly return to it to see if you can break your records. If you're a sports fan, you'd be a nutter to miss this.

JULIAN RIGNALL

C+VG HIT!



▲ The competitors arrive at the airport.

NINTENDO	£29.99
GRAPHICS	91%
SOUND	88%
VALUE	89%
PLAYABILITY	94%

Great to look at and even better to play. Combining twelve great events and brilliant visuals, this sports simulation is a winner all the way.

OVERALL	92%


▲ Paddling your own canoe.



▲ A marksman on the "Pull!"

C+VG makes War and Peace look like a note for the milkman

COMPUTER +video GAMES

ADVENTURE HELPLINE



Do you play computer adventures? Have you ever been faced with a seemingly impossible situation?

WE CAN HELP YOU

Our adventure rescue team works 7 days a week until midnight and will be pleased to answer your queries. We offer help with any game on any computer, so, if you are tearing your hair out ring this number now:–

0898 338 933

Calls charged at 25p per mintue, 38p at peak rate.

TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for:

NINTENDO GAMEBOY
SEGA MEGA DRIVE
KONIX
PC Engine
COLECO VISION
PC SUPER GRAFX
LYNX
INTELLIVISION
ATARI 2600 and 7800
Nintendo
SEGA

Also available one great video
(over 400 games shown)
What Games can I buy?
Which console is compatible?
Do I need a monitor?
What is SCART?
How about NTSC–PAL–SECAM?
All these, and more, answered for just £14.95.
Order Now from
TELEGAMES,
Wigston, Leicester LE8 1TE (0533 880445)

Still Europe's Largest Video Game Centre

CHECK OUT THESE PRICES FOR CONSOLES

PC ENGINE £109.95
SEGA MEGADRIVE PAL £109.95

SEGA® ***WE ARE SELLING GAME CONSOLES AT WAREHOUSE PRICES.*** PC Engine

WESTLAKE also sell the CD-ROM for the PC engine at equally low prices. Our game titles and stock can't be beaten by any other mail order house and we stock months ahead of our competition.

PC ENGINE GAMES STARTING FROM £6.95. SEGA GAMES STARTING FROM £17.00.
PC ENGINE SUPER GRAFIX now in stock at £190.00 (NTSC colour composite)
£220.00 (RGB SCART for connection to any Scart monitor
eg, Amiga 10845 and Phillips CM8833)

WEST LAKE

8G, 2 Marconi Road, Kowloon, HONG KONG or call 010-852-3-794-0285
or Fax: (international) 852-3-871-967
VISA-MASTER Surcharge 3% include A/C No., Expiry date, and names shown on credit card
(NO PERSONAL CHEQUES ACCEPTED)
When ordering add £10 (AD$20) for consoles. Add £2.50 (AD$5) P&P for games.

MEAN MACHINES

MR HELI

BY IREM

Mr Heli is a fat, orange helicopter with short, chubby legs. He gets his kicks in life by flying around his world, liberating each country he enters and collecting loads of crystals on the way. So imagine his delight when, courtesy of Irem, he's given the opportunity to do just that in a fab conversion of the coin-op machine.

The multi-directional scrolling levels which make up the six countries in Mr Heli's world are inhabited by manic machines, controlled by a big metal contraption at the end of each stage, and all of them are gunning for our happy helicopter's blood (or should that be petrol?) in the hope that they can defeat him before he reaches their masters. Should they fail, the big lads themselves are all heavily armed and waiting to deal a fatal blow to the chubby chopper. Although Mr Heli begins with only a weedy single-shot gun, one missile tube and a few bombs, more powerful weapons can be bought at vending machines situated throughout the levels, using money gained by picking up the crystals which are hidden inside the disposable scenery.

If you enjoyed playing Mr Heli in the arcades, then hesitate not in purchasing this accurate Engine conversion of the game. Mr Heli and all his adversaries are nothing short of pixel perfect, compared with their arcade counterparts, and all of them are animated superbly. Music and sound effects are all tip-top too. Playing the game demands high levels of concentration, joypad-deftness and first class arcade skills, as the baddies keep you on your toes from beginning to end, and some of those end of level guardians are a real pig to defeat!

The PC Engine comes up trumps yet again with a corker of a conversion in Mr Heli. It's a difficult game, but one which you'll find almost impossible to leave alone until you get to the very end - a task which will take a long time, believe me.

PAUL RAND

C+VG HIT!





ENGINE	£30.00
GRAPHICS	91%
SOUND	90%
VALUE	85%
PLAYABILITY	85%

Absorbing shoot and collect 'em up action as you guide the cute Mr Heli through a brilliantly converted version of his coin-op exploits. Snap it up if this is the sort of game which appeals to you.

OVERALL 89%

COBRA TRIANGLE

BY NINTENDO

Ever wanted to take to the water in a mega-powerful speedboat, armed with an on-board cannon and missile launcher, and blast everything out of the way? If so, Cobra Triangle is the game for you.

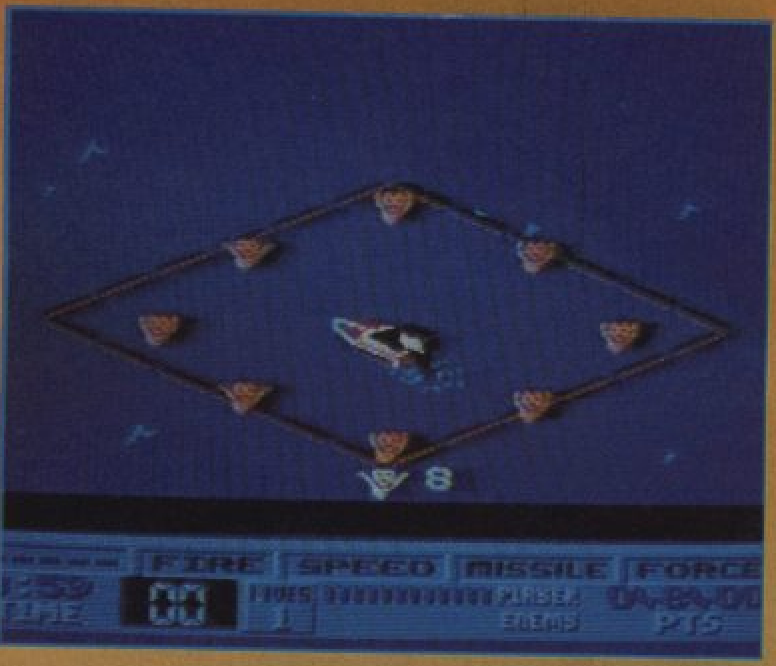
It's a multidirectionally scrolling 3D forced perspective game with 25 different levels, varying from racing sections and target shoots to defusing mines and rescuing swimmers from being towed away by enemy ships!

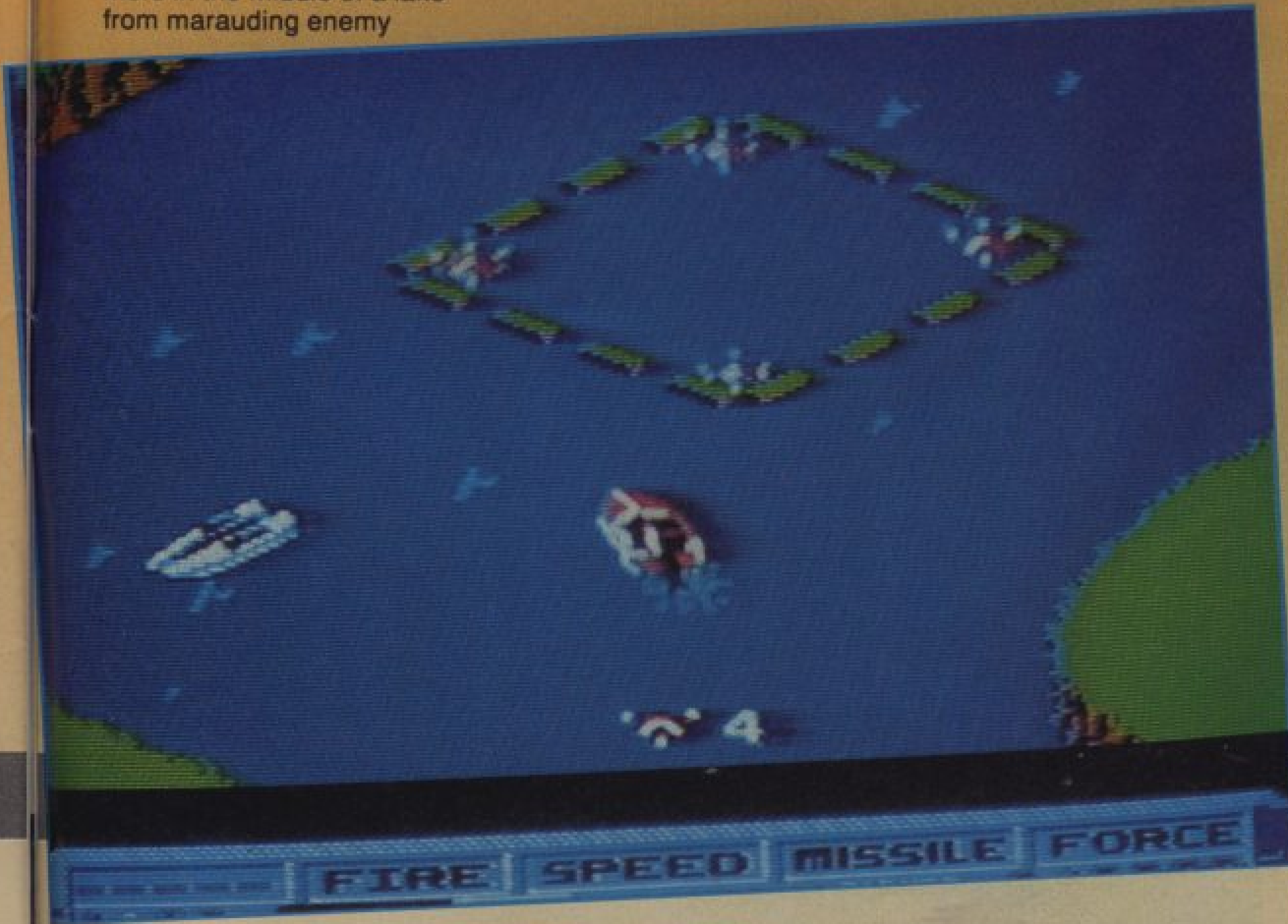
First up is a twisting river down which you must race. There are other boats on the water, which can be blasted out of the way, and also power-up pods which can be picked up to give extra speed, missiles, faster shots, shield or turbos.

Finish that and there's a bonus stretch of the river to negotiate: jump over ramps to collect suspended add-ons and mystery extras before the timer runs out.

Next is mine defusing, where four mines, guarded by an enemy boat have to be dragged to a detonation area and exploded within a time limit. Fail and you lose a life. Then there's defending swimmers in the middle of a lake from marauding enemy boats. The boats attempt to tow the swimmers away them away; blast them before they reach the side of the lake and tow the swimmers back to the middle and they're alright - let the enemy reach the bank and that swimmer is lost.







C+VG HIT!

Finally there are two very tough races upstream dodging logs and whirlpools, only to find yourself transported to the lair of a sea monster, which must be destroyed by repeated blasting - and there's still twenty more levels to go!

Cobra Triangle was programmed by Rare, better known to computer game players as the legendary Ultimate Play the Game! And like their old games, this is utterly superb.

The graphics are amazing, with smooth scrolling and utterly convincing sprites, but it's the playability that makes Cobra Triangle one of the best Nintendo games around - it's incredibly addictive, and once you've started playing it's really difficult to tear yourself away.

Put it at the top of your shopping list.

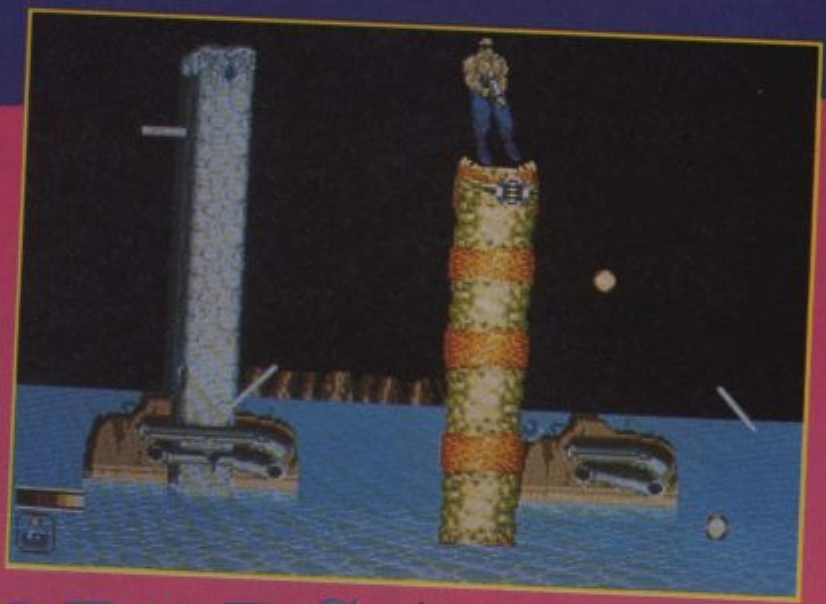
JULIAN RIGNALL

NINTENDO	£29.99
GRAPHICS	92%
SOUND	86%
VALUE	90%
PLAYABILITY	95%

A highly original and utterly superb arcade game which is simple to play, yet fiendishly addictive. Don't miss it.

OVERALL 93%

MEAN MACHINES



▲ EEEEEEK!!

FORGOTTEN WORLDS

When two dudes fly into enemy territory armed with a couple of laser rifles and towing floating grenade launchers, you know that there's trouble brewing.

And indeed there is. These two guys are on a mission to hunt down and destroy an evil villain who is plotting the destruction of the entire universe. Between you and him are horizontally scrolling levels that are packed with all sorts of horribly aggressive baddies and, of course, a huge end of level creature.

When aliens are blasted, they sometimes leave behind blue Zenny, the local currency which can be picked up and added to the player's cash total. Occasionally a shop pops up from underground, and the two fighters can enter and spend their dosh on the latest weaponry, better armour or even extra energy to heal their battle scars.

Although Forgotten Worlds is a very slick program which grabs you instantly and keeps you playing, it has two annoying little niggles: in two-player mode you have unlimited credits (which means you can finish it first go, even if you do get a pathetic score), and if you play one-player, the game is just a little too easy on the standard setting. To get a decent challenge you have to set the difficulty level on the option screen to "hard", instead of "normal". Why not have "hard" as the "normal" level and have the "normal" level as "easy", so rubbish players could switch to it if they get nowhere? Still, the action isn't ruined by these annoyances, and as long as you remember to select the hard difficulty level when you play, Forgotten Worlds is a superb shoot 'em up which should keep Megadrive massacre maniacs more than happy.

JULIAN RIGNALL

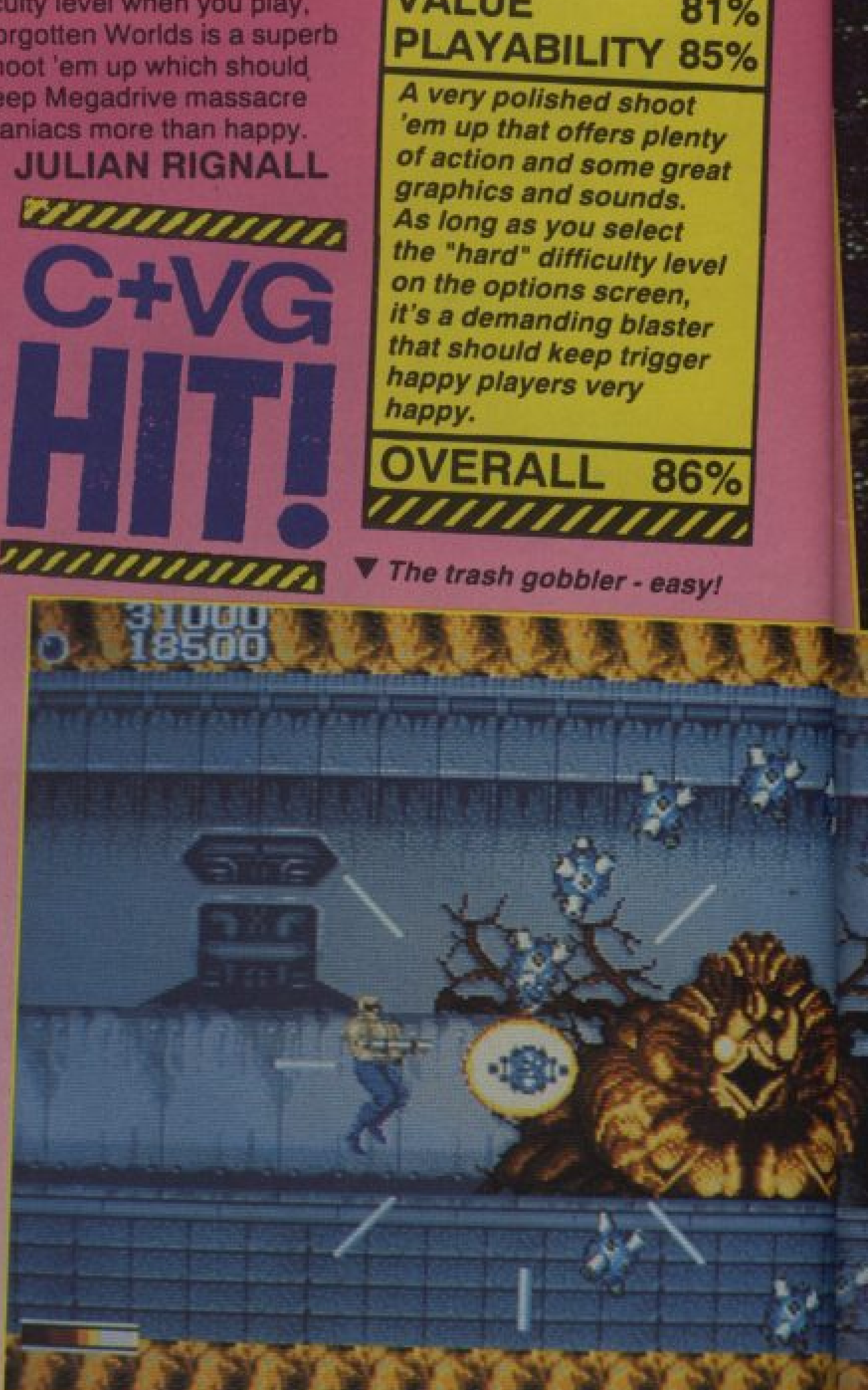
C+VG HIT!

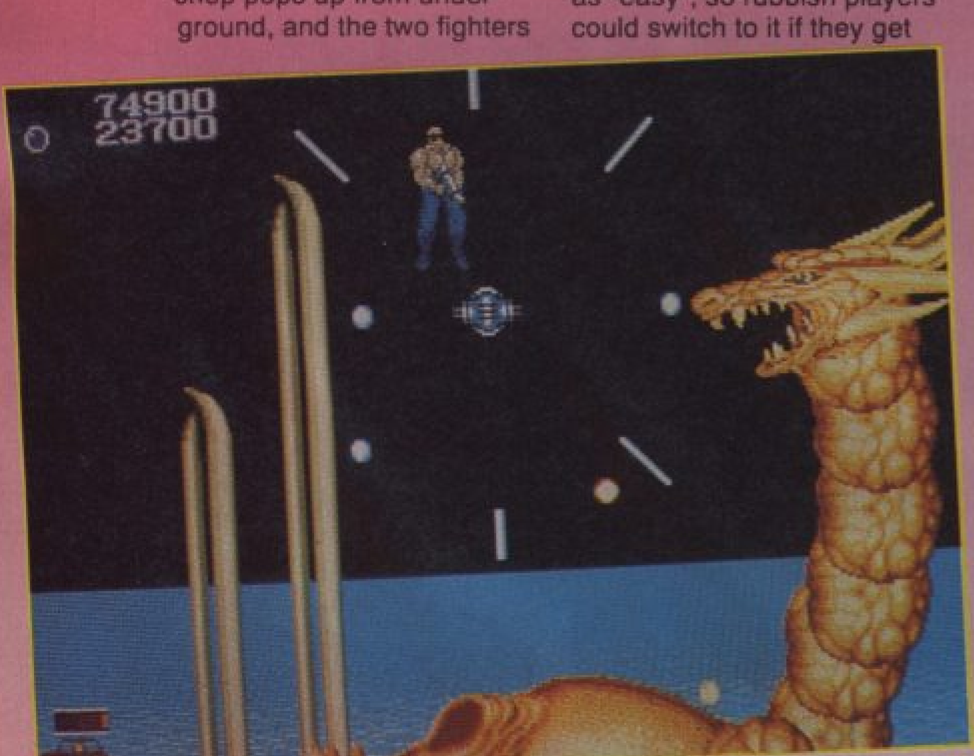
SEGA	£31.90
GRAPHICS	88%
SOUND	86%
VALUE	81%
PLAYABILITY	85%

A very polished shoot 'em up that offers plenty of action and some great graphics and sounds. As long as you select the "hard" difficulty level on the options screen, it's a demanding blaster that should keep trigger happy players very happy.

OVERALL 86%

▼ The trash gobbler - easy!





KUJAKU II

BY SEGA

Here's a game for all you Megadrive-owning transvestites out there - the main character dresses up in women's clothing! For reasons best left unsaid, our hero/heroine/whatever has decided to charge through a land made up of seven levels, dealing death to the hordes of ferocious monsters which inhabit each one. As well as the more normal ferocious, terrifying beasties found lurking in all the best haunted forests, Mr/Mrs Kujaku also comes across babies which mutate into creeping slime when butchered, fire-spitting gargoyles which guard the underground tunnels on level three and fat magicians who conjure up kamikaze birds. And, of course, there's the statutory end of level guardian lying in wait to tease and terrorise you into forfeiting your three lives and join their undead brethren.

Kujaku II is an interesting little game. At first glance it doesn't look like anything special - okay, it has great graphics and sound, but to begin with gameplay seems to be of the "oh crumbs, not more running and shooting through a plethora of levels" variety. And indeed, that's exactly what it is. But the many different baddies come at you fast, keeping you on your toes all the time.

If you're after a game with the same hectic playability of something along the lines of Ghouls 'n' Ghosts, but refuse to fork out the cash which that amazing cart demands, Kujaku II is a respectable second choice. Although I wouldn't recommend wearing your sister's best evening gown while playing!

PAUL RAND



▲ *Yike! A diving golem!*







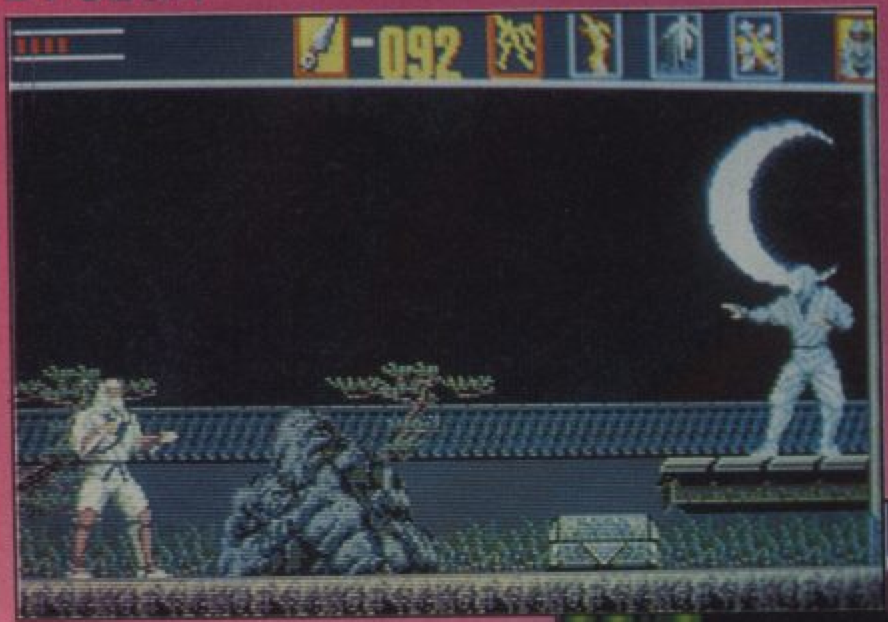
MEGADRIVE £32	
GRAPHICS	82%
SOUND	81%
VALUE	82%
PLAYABILITY	84%

Although we've seen it all before, Kujaku II is one of the best of the lot. Smashing graphics and sound, and some really steaming hot gameplay to boot.

OVERALL	84%

MEAN MACHINES

BY SEGA



He's back! And his mum's bleached his clothes! The black-garbed hero of the original Sega arcade and console game returns, larger than life and wearing white gear, in an arcade adventure-cum-beat 'em up.

The forces of evil are playing up once more, but instead of taking hostages as a means to getting what they want, they've taken the easy option of recruiting a considerably large amount of deadly orientals to their already bulging forces in an attempt to overrun the world with their own unique brand of malicious violence.

So, out of retirement comes the Super Shinobi. His mission entails the liberation of the many areas which have been seized by the enemy, using an awesome blend of ninjutsu, weapons, a super-jump (which allows Shinobi to reach the higher parts of each stage) and special ninja magic.

Each level consists of three areas, the last one containing the statutory end of level guardian. These range from relatively weedy shogun warrior found at the end of level one, to more dangerous "shadow-ninjas" and dinosaurs! All require a number of accurately-placed shots before they die and allow access to the next stage.

Although Super Shinobi offers little in the way of innovation to the seasoned arcade addict, the game is an absolute corker both to look at and play. Graphically it's superb, much better than the original (in arcade form!) with a lot of variety in the brilliantly animated sprites and moody backdrops. The fitting sound effects are on a par with the graphic quality of the game, and the music is absolutely fantastic - easily the best heard on the Megadrive!

Super Shinobi is a tough game which is guaranteed to keep you glued to your seat for a long, long time.

PAUL RAND



MEGADRIVE	£32
GRAPHICS	94%
SOUND	96%
VALUE	90%
PLAYABILITY	93%

Brill graphics, exceptional sound and uncomplicated, addictive gameplay make for excellent ninja-fighting thrills 'n' spills.

OVERALL 93%



C+VG HIT!

GAZZA'S SUPER SOCCER
EMPIRE

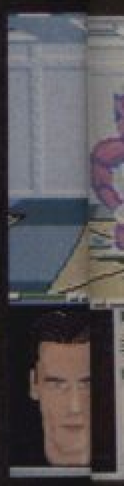


Us footy fans down here at C+VG think Bobby Robson is a right div for not including Spurs and ex-Newcastle Utd star Paul "Gazza" Gascoine in the England first team, and I bet that you lot out there feel the same way too. So, to get yourself in the mood for a spot of Robbo-bashing, here's some screens from the forthcoming game-of-the-footy-player. As well as the more usual horizontally scrolling pitch-side action, there's also a vertical view of the goal when either your own team or the opposition go for a strike. Not only that, but there's the option to customise your team, making Gazza and the boys a more potent strike force than perhaps they are in real life.

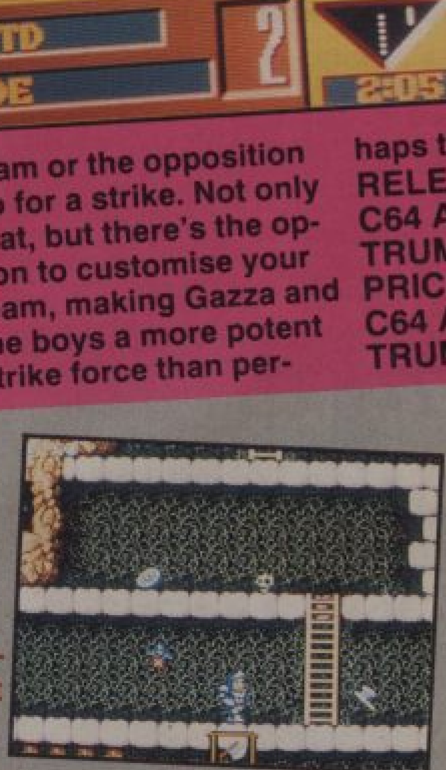
RELEASE: ST AMIGA C64 AMSTRAD SPECTRUM, NOW
PRICE: ST AMIGA £, C64 AMSTRAD SPECTRUM £9.99

BSS JANE SEYMOUR
GREMLIN

A strange sort of name for a game, we think you'll agree. But anyway, the plot is such that the Biological Survey Ship of the title has warped too close to a star, killing most of the crew and seriously damaging the ship in the process. The alien lifeforms, which were on board the ship for experimental purposes, have escaped and are now roaming the vessel. So, Earth Command have sent a Commander (in the guise of the player) to investigate exactly what has happened and to put any damage right. What fol-



GHOSTS 'N GOBLINS
ELITE



We've had Ghosts n' Goblins re-released on 8 bit budget recently. We've had the follow-up, Ghouls And Ghosts, reviewed two issues ago. And, at last, Elite have decided that it's time to launch the first one on 16 bit. The game, which must surely rank as the arcade licence longest in production, casts you as Arthur, rescuer of damsels and destroyer of devils, in a horizontally scrolling blast from the past. Climb ladders, throw spears at demons and generally have a whale of a time in the conversion of the now ancient Capcom coin-op. The graphics certainly look close to the original, but is the game going to be as addictive today as it was originally? Only time, and a few hours at the joystick will tell.



RELEASE: ST AMIGA MARCH, PC SPRING
PRICE: ST AMIGA £19.99, PC £24.99

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
DOMARK

The programming of Domark's latest Tengen conversion is well under-way. Last summer, Planet of the Robot Monsters proved quite a culty sort of arcade game, in which the two heroes, Jake and Duke, have to march around a robot factory where Professor Sarah Bellum and a host of other unfortunates are being held prisoner by the evil Reptilons. As you can see from the screen shots, the programmers have made a good job of the 3D cartoon graphics







lows is a 3D mixture of arcade, strategy and role playing skills as you rush around the ship, programming robots to do various tasks in order to complete the mission. Here's a screenshot or two of the ST version to keep you going.
RELEASE: ST AMIGA PC, MARCH
PRICE: TBA

which were a major part of the arcade game's appeal, but how well have they copied the gameplay? That is the question, and we'll have the answer as soon as it lands in our letter box in the new year.
RELEASE: PC AMIGA ST C64 AMSTRAD SPEC, EARLY '90
PRICES: TBA



FLIMBO'S QUEST
SYSTEM 3

If you think you've seen a game not unlike this on the Thalamus label then you'll not be far wrong, for Flimbo's Quest has been programmed by the same folks who produced Hawkeye on the 64. Rescue your girlfriend (again) who is being held hostage (again) in a seven-level, horizontally scrolling platform romp through fantasy land. Flimbo's Quest is only a working title at the moment. and System 3 want readers of C+VG to suggest names of their own. As well as their title and name being used in the game, the winner of this mini-comp will also win a lifetime's supply of System 3 software for their machine! Send your suggestions to: MY TITLE'S A DAMN SIGHT LESS GIRLIE THAN FLIMBO COMP, C+VG, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON EC1R 3AU

Entries no later than 20th February please, after which we'll send them off to System 3 for judging.
RELEASE: C64 AMIGA FEBRUARY, ST SPECTRUM TBA
PRICE: TBA





COLORIS
AVESOFT

Tetris was universally acclaimed as one of the best games ever in the history of computers. Its simple, yet maddeningly addictive gameplay proved a hit across the board, so it was only a matter of time before someone tried to copy the original Ruskie idea. And someone has - well, nearly. Coloris looks similar and, indeed, plays similarly, except that success relies on linking up colours rather than shapes (hence the name). It arrived too late for a review in this issue, but it's certainly drawn crowds of veteran Tetris players since it arrived in the office. Look for the conclusive review purrety sharpish.
RELEASE: AMIGA, FEBRUARY
PRICE: TBA

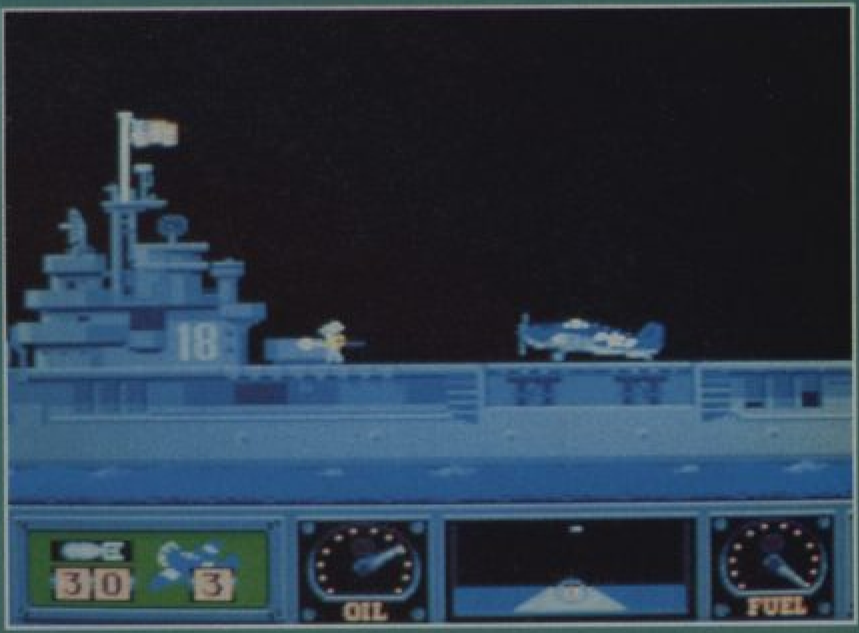


PREVIEW

WINGS OF FURY
DOMARK/ BRODERBUND

NEEEeeeoww! AKKA-AKKA-AKKA!! Here's your chance to be a WW2 US Navy pilot, riding the skies in a Grumman Hellcat and shooting the shinola out of all and sundry. Wings of Fury is from Broderbund, the guys who brought you Typhoon Thompson (the Amiga version of which out shortly!) and golden oldie Choplifter. A Domark peon described Wings of Fury as "a bit like Choplifter in reverse insofar as you get points for shooting the little men instead of rescuing them." Sounds like our kind of game! Review imminent.

RELEASE: ST AMIGA C64 PC, OUT BY FEBRUARY
PRICE: ST AMIGA, £19.99, C64 £14.99, PC £24.99



ENDURANCE BIKE RACING
TAITO

Not to be outdone by snobby Megadrivers, the Engine too has a new motorbike racing game ready for release - and it's so brand spanking new we don't have a proper English name for it yet! Get your two-wheeler kitted out for a spin on treacherous tracks around the world as you race against the clock and the other bikers, braving the unpredictability of your opponents, the roads and Mother Nature herself - when it rains it pours, and your handling suffers! There'll be a full review next month - check it out, this one's going to be hot.

RELEASE: PC ENGINE, NOW
PRICE: £29.90



SUPER HANG-ON
SEGA

Get ready for the ride of your lives, Megadrive owners, because the outstanding Super Hang-On makes the leap from arcade machine to console - and it's brilliant! The graphics are sooooo good you'll believe you've just forced 30p into the cartridge slot, and there's even an extra game in there, too! Race around a track trying to beat a rival in the search for extra cash to buy parts for your bike. If you're a Megadrive-owing racing freak, you simply cannot miss out on Super Hang-On - and that's official!

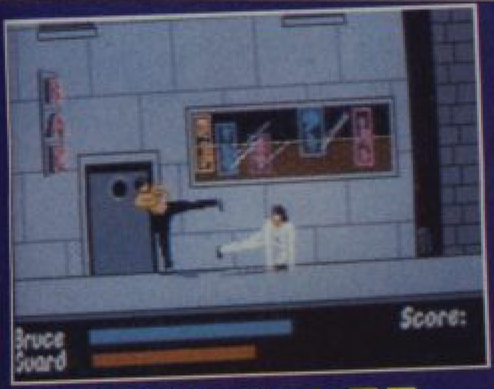
RELEASE: MEGADRIVE, NOW
PRICE: £31.90



USA PRO BASKETBALL
AICOM

The first basketball sim for the PC Engine is here, and it looks absolutely fantastic! Play against the Engine or a friend in a beautifully presented battle on the court, utilising all your ball-bouncing skills to beat the opposition to a pulp, score-wise. One look at the screen shots shown here will tell you how much work has gone into the graphics, with large, well-animated players and brilliant full-screen animated sequences when you go for a basket. If you long for a simulation of this sport on your PC Engine, check out the review of USA Pro Basketball in the very next issue of C+VG.

RELEASE: PC ENGINE, NOW
PRICE: £29.90



BRUCE LEE LIVES
MINDSCAPE

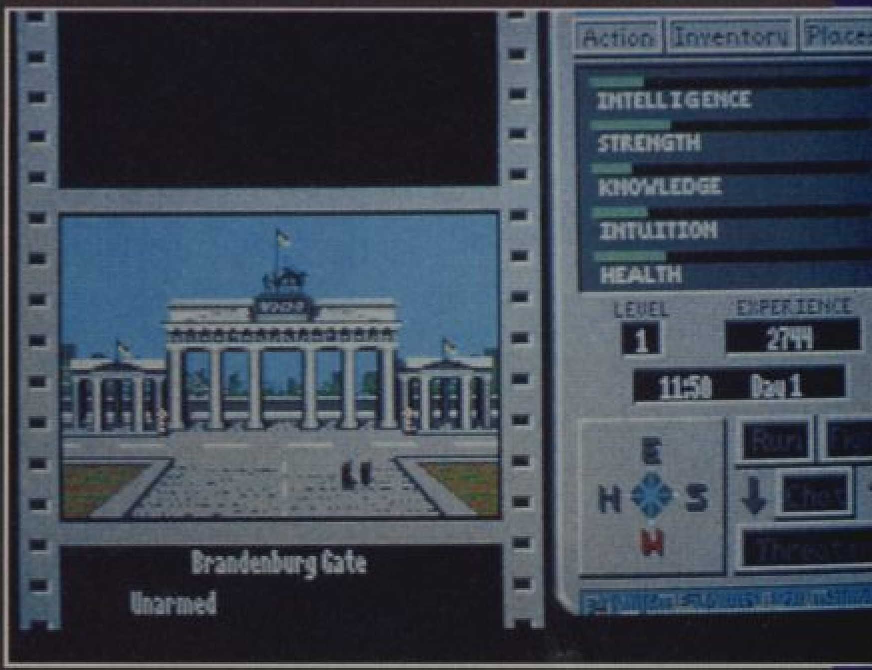
The master of martial arts is resurrected for an all-out assault on enemy forces, brought to you by Software Toolworks. As the lad himself, hone your combat skills in the practice arena before taking on the real baddies, who have kidnapped your beloved companion. Static screens convey the proceedings, as the player wrestles with the huge amount of keys in an attempt to beat the opposition to a pulp. A unique feature of Bruce Lee Lives is the macro-key option, which lets you carry out up to three different moves at the press of a button.

RELEASE: PC NOW, ST AMIGA TBA
PRICE: PC £24.99, ST AMIGA TBA

THE THIRD COURIER
ACCOLADE

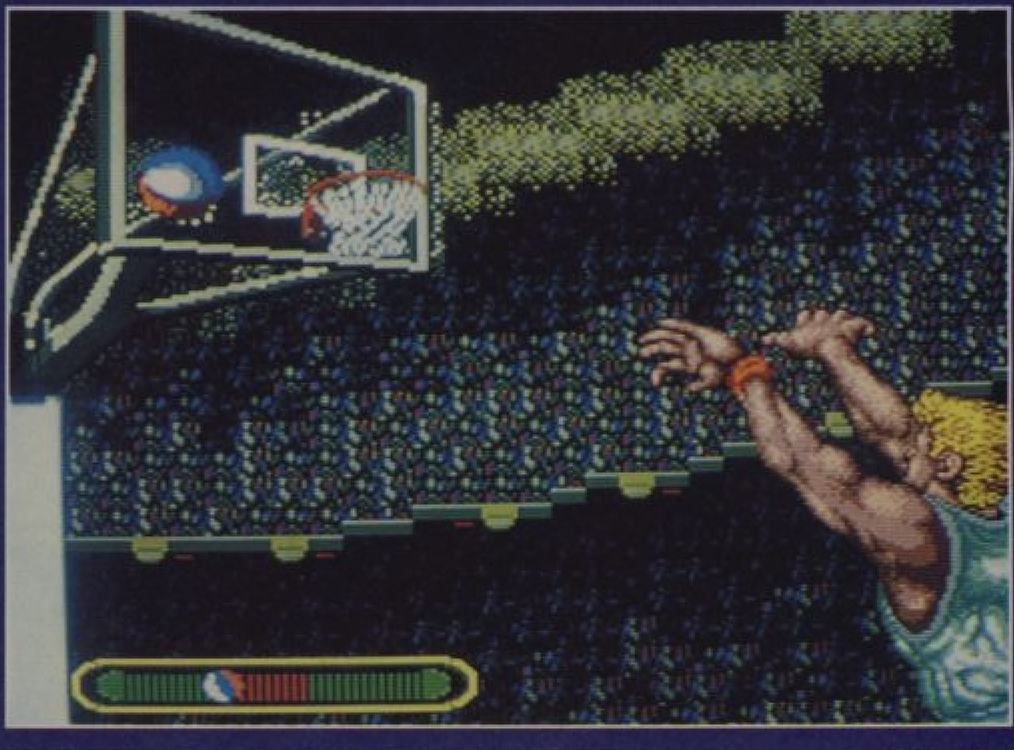
Latest from the Stateside sim specialists is actually an involved spy-strategy game which, sadly, missed out on a review due to lack of space. A key member of the CIA has waltzed off to East Germany, taking with him three crucial pieces of military hardware which, if placed in the wrong hands, could severely threaten the welfare of the Western alliance. As agent Moondancer, you must track down the culprit, using every means at your disposal (and a few which aren't) in an icon-driven race against time and the KGB. The Third Courier is a great blend of strategy and roleplaying, and your detective skills are tested to the full around the dark, forbidding streets of East and West Berlin.

RELEASE: ST AMIGA MARCH, PC NOW
PRICE: ST AMIGA PC, £24.99









3 SPECIAL

BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.
TM &© DC COMICS INC 1988. ALL RIGHTS RESERVED

OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.
© TAITO CORP 1988.



DOUBLE DRAGON
"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."
© IREM CORP 1987

ILATION PACKS





BARBARIAN II
"Palace have really put everthing into this one ... It's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD, "packed with humorous touches ... great animation ... the sound effects too, are top quality ... hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.
© 1989 PALACE SOFTWARE



DRAGON NINJA
"A sure winner with the official conversion to the home computer." COMPUTER GAMES-WEEK. "A very enjoyable and addictive game ... The best conversion I have seen on the Amstrad." AMSTRAD ACTION.
© DATA EAST

OF THIS WORLD



WEC LE MANS
The world's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track
© KONAMI



DOUBLE DRAGON
Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!
© 1988 MASTERTRONIC INTERNATIONAL, INC

ALL AVAILABLE FOR AMSTRAD COMMODORE · SPECTRUM

ocean®

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650


THE SKIES ARE YOUR HUNTING GROUND
F29
RETALIATOR
C+VG HIT!
"Astounding just to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen . . . but it's the sheer depth that makes F29 the best combat/ flight simulation I've seen.
The wealth of missions is incredible . . . giving enormous lasting appeal . . ." C & VG 97%.
ZERO HERO
"Think of what you get in Falcon and double it . . . brilliant action and a scenario depth that'll leave you gasping in awe; there are 99 different missions . . . Retaliator is even better than Falcon, and it's certainly much bigger . . . A brand new, and rather brilliant fighter/ bomber simulation." Zero 94%.
"Utterly mouth-watering graphics and an amazing depth of play . . . the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience . . . Ocean's first flight sim in the best out!" Zzap 97%.
U.S. AIR FORCE
U.S. AIR FORCE
U.S. AIR FORCE
YOUR NERVE IS YOUR RETURN FLIGHT
ocean
ATARI & AMIGA
6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650